THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

SEGA
No.1 FOR SATURN
ISSUE 27 £4.75
JANUARY 1998



EXCLUSIVE!

X-Men vs Street Fighter

See it! Believe it!

Gore Blimey!

Flesh-Ripping Action in House Of The Dead

Beat it! 18 Pages of Tips

Playable Demos:

- STEEP SLOPE SLIDERS
- SEGA TOURING CAR
- WORLDWIDE SOCCER '98

NO CD? DEMAND SATISFACTION FROM YOUR NEWSAGENT IMMEDIATELY!
WE REGRET THAT THE CD PROMOTION IS NOT AVAILABLE TO READERS OUTSIDE THE UK

PLUS! STEEP SLOPE SLIDERS, NASCAR '98, ZERO DIVIDE, WINTER HEAT, NHL '98
THE LOST WORLD: AM3 INTERVIEWED! MAXIMUM FORCE... AND MORE!

emap. images



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PONDERED NORM.
NORM
TWIX
a BREAK FROM THE NORM™
TWIX ® is a registered trademark of Mars.

Coming Soon...



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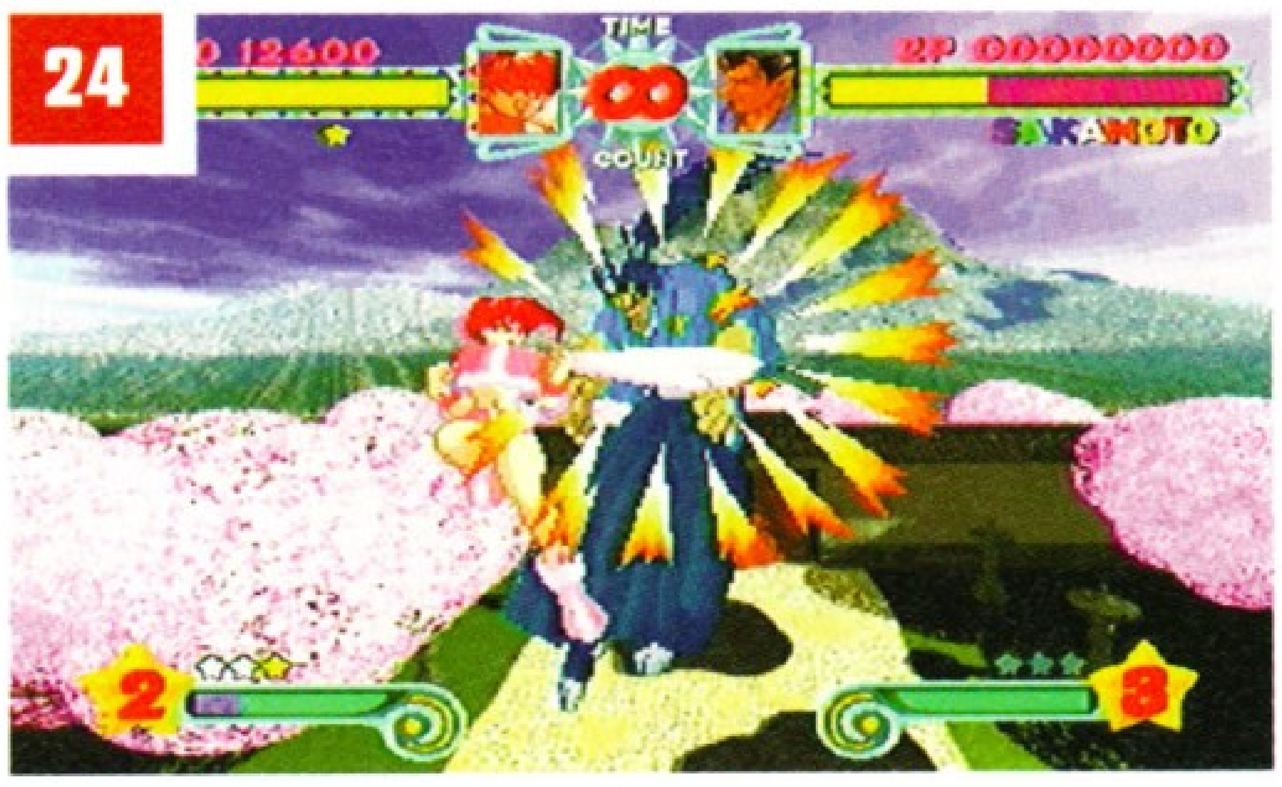
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We take our first look at Sunsoft's forthcoming 2D beat 'em up extravaganza!

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Take that you pesky blighter! Check out our awesome Lost World arcade guide.

Features

X-Men vs Street Fighter

Page 52

First Look

The fastest, loudest, biggest fighting game in existence!



Capcom's coin-op classic crashes onto the Saturn. It's a scorcher!







The gorgeous Cammy and her Street Fighting mates take on Marvel's finest in the ultimate 2D beat 'em up!



Having trouble beating this rock-hard geezer? Turn to page 88 and follow the Master's tips!

Steep Slope Sliders

Page 46



Grab some mad air in this ice cool Saturn sports sim!



House of the Dead: Simply stunning!



Page 18

House of the Dead

Exclusive

Full-on Gore Fest blast-a-thon from Hell! House of the Dead rocks on Saturn!

NEWS

Another epochal issue of SEGA SATURN MAGAZINE, another mega cover CD and more sanity-splitting exclusives than you can shake a stick at. Not bad, eh? Well, we aim to improve still further and so we will. There are some bad tidings though: the price of SSM has had to rise, unfortunately. We aren't just aiming to fleece our loyal readership, there is a reason. Since the third parties have all but pulled out of the Saturn market, advertising revenue is down and since this offsets the price of the mag it was a choice between lowering the expense (and thus the quality) of putting the mag together or raising the price. Knowing that you lot want nothing but the best, we went for the latter. But rest assured, we'll make sure it's worth it! Any road... see you in '98!
Rich Leadbetter,
Editor



Major News

Official: 4MB cart is go!

X-Men vs Street Fighter is getting an official release in early 1998 ■ 4MB upgrade bundled with the game ■ Price point set at £49.99 ■ A new age of arcade perfect Saturn gaming is coming!



Sega Europe agree that this is one of the best fighters ever seen. So they've licensed it.



Arcade perfection? You betcha!



X-Men vs Street Fighter: epoch-making!

AFTER MONTHS OF UNCERTAINTY, SEGA SATURN MAGAZINE can confirm that the incredible X-Men vs Street Fighter WILL get officially released in the UK. Confusion had reigned over the issue since the game requires a new 4MB RAM upgrade and will not work without it.

As this issue went to press, sources inside Sega Europe confirmed to us that the game has now been licensed from Capcom of Japan and will be released in this country. The 4MB RAM cart will be bundled with the game and Sega are confident that they can bring the game plus the upgrade to the shops for as little as £49.99 Up until a few weeks ago, Sega's position with regard to the game had appeared uncertain. The key to the game's release was essentially money. First of all, Sega needed to know just how cheaply they could bring the cartridge out for over here. Secondly, they needed to agree terms with Capcom themselves on how many units they would sell in Europe and at what price.



It is thought that the Saturn-exclusivity of X-Men vs Street Fighter,



You won't believe the quality of this game!



Expect a UK release in February or March.





coupled with the necessary hardware needed to run it put Virgin Interactive out of the running. Virgin have been releasing major Capcom titles such as Street Fighter Collection and Marvel Super Heroes, but it's thought that they make far more money selling the PlayStation versions and are not so keen on Saturn-only titles. Indeed, games such as Marvel Super Heroes and the stunning Street Fighter Collection have been delayed over here while Capcom completed work on the Sony versions.



WHAT'S THE FUSS?

There's a big reason why the licensing of X-Men vs Street Fighter is so important. The fact is that this game is the closest arcade conversion SEGA SATURN MAGAZINE has ever seen. EVERYTHING from the coin-op is in there - it's a TRUE arcade experience. The 4MB RAM cart is a technical marvel, reducing loading times and increasing the amount of sprite animation. We've gone to town heavily on the game in our showcase coverage this issue starting on page 52. The official release of the cart also means that the path is clear for Sega to license other games to use the RAM cart.



The new 4MB cart performs wonders.

X-Men vs Street Fighter finally gets an official release! Expect the game and the RAM cart in shops by March 1998! Excellent news!



Further 4MB Cart games are on the way...



... But for the time being this'll do nicely!

THE FUTURE'S SO BRIGHT...

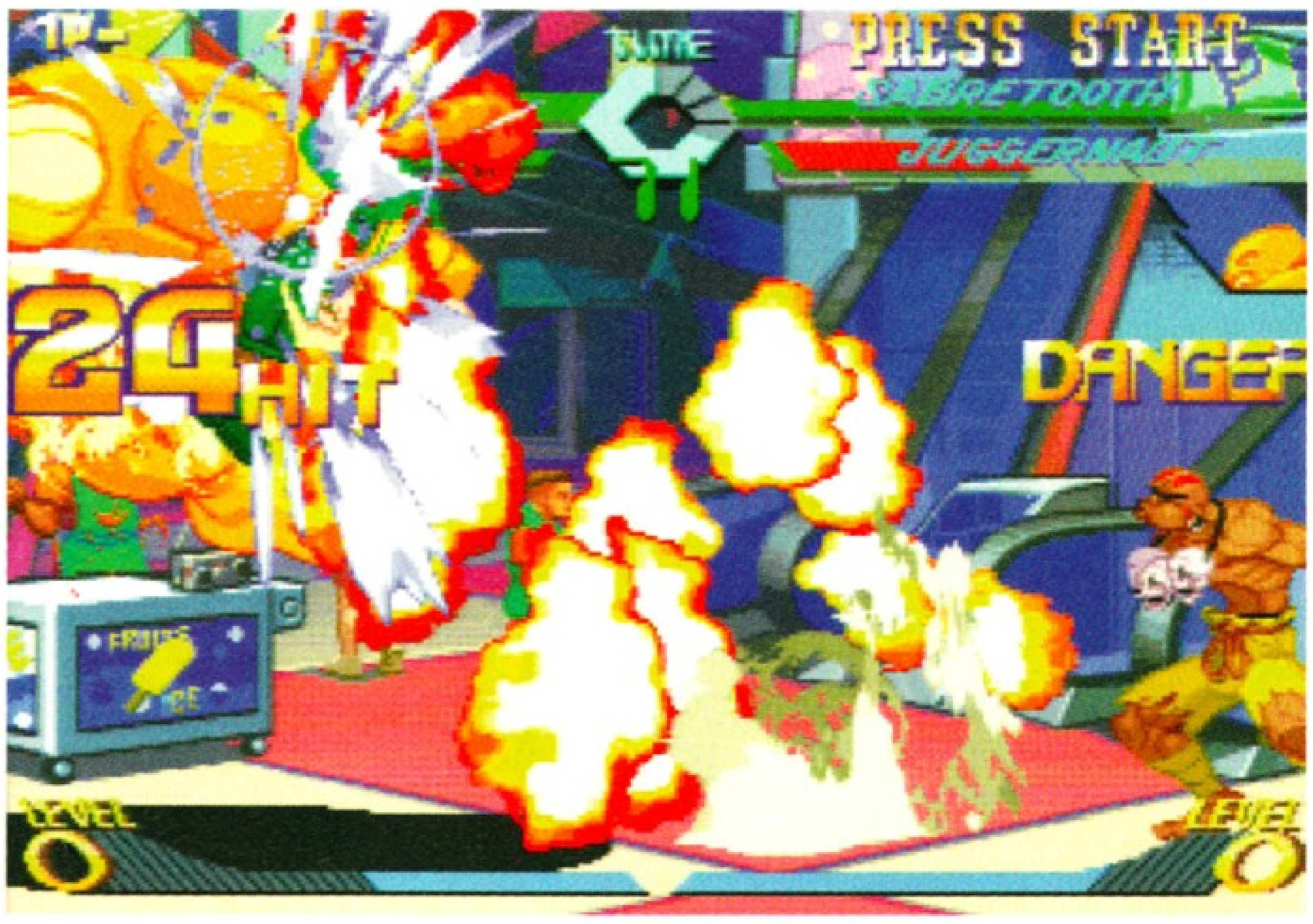
X-Men vs Street Fighter is by no means the last game to use the 4MB RAM cart. Capcom have fully committed themselves to the upgrade with conversions of their greatest arcade machines. The next game due in Japan is a reprogrammed version of the Dungeons and Dragons Collection. This was originally due to run on the basic Saturn, but Capcom have recently changed their mind. Future titles planned for the new cart include Marvel Super Heroes vs Street Fighter, Vampire Savior and potentially Street Fighter III. Sales of X-Men vs Street Fighter will help Sega Europe determine whether there is a market for these new games.

BUT WHEN?

The licensing deal between Sega and Capcom has concluded, the RAM carts are in production and now it's just a case of Capcom handing over PAL conversions of the game for Sega to duplicate. Since the game is 2D, there will be borders, but the speed loss is negligible thanks to the huge amount of turbo settings present on the options screen The bottom line is this: the release of X-Men vs Street Fighter can only be good news. Sega Europe have listened to the cries from Saturndom assembled and will bring the game out. Plus, the sheer amount of data in these new games makes PlayStation versions nigh-on impossible... More good news!



Almost every frame of animation makes it into Saturn X-Men vs Street Fighter. It's amazing...



Remember the slowdown in X-Men and Marvel Super Heroes? It's all gone in this amazing title!

New Game

Winter Wonderland

Decathlete sequel almost finished ■ Latest ST-V game to hit Saturn since Die Hard Arcade ■

Coin-op version to be released simultaneously



Winter Heat contains eight tricky events...



... set over two taxing days. Are you up to it?



AS REPORTED LAST ISSUE, AM3'S Winter Heat coin-op may be nearing completion, but we've got the first EXCLUSIVE shots of the Saturn game! That's right, the long-awaited sequel to Decathlete (or Athlete Kings as it was known over here) has been developed in tandem with the arcade version and Sega intend to release both games in early '98.



Fans of AM3's original sporting achievement will no doubt be glad to learn that the follow-up contains all the realistic motion-captured action of the first game, although this time there's a definite chill in the air. Just as this issue went to press, we received an early version of Winter Heat which currently boasts three playable stages. The full game will contain eight challenging events to be undertaken over the course of two gruelling days. Included in our incomplete game are Short Track Skating, Slalom and Ski Jump and even at this stage it's safe to say that the game is looking simply amazing. Players tackle these events with the aid of eight world class athletes, ranging from the Norwegian Johann Stensen to the familiar faces of Aleksei Rigel and Ellen Reggiani. Winter Heat appears to be every bit as its predecessor, with some fast-paced, finger-pounding action. We've had a blast beating world Ski Jumping records and trashing opponents in the tricky downhill Slalom. However, more often than not we've simply ended up landing on our butts! Similarities between Decathlete and Winter Heat are numerous, as both games were developed by AM3 and both utilised the ST-V arcade board. As the ST-V is essentially souped-up Saturn hardware, porting these games to Sega's home console is a doddle. The success of Decathlete and Die Hard Arcade should ensure Sega's winter extravaganza is yet another Saturn hit and we'll be taking a more in-depth look at the game next month.



A brief demo gives players vital instructions.



Do you have what it takes to be world class?

Winter Heat already looks superb and the game isn't even finished yet! Surely another Saturn smash hit?



Eight stereotypical characters from around the world make up the Winter Heat contestants.




Tackle short track skating and bobsledding...



... to downhill slalom and speed skiing.



SATURDAY MORNING
THIS NEW CLEARASIL COMPLETE REALLY WORKS. I USE IT EVERY DAY AND LOOK AT ME!
DO I HAVE TO?
YES, THIS IS ONE OCCASION YOU REALLY SHOULD LOOK UP TO YOUR OLDER BROTHER. NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS. USED EVERYDAY IT WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH.
CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.
ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!
ALL YOU NEED TO HELP BEAT SPOTS!
NEW
Clearasil
COMPLETE
* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.

NEWS

Ego Boost

SSM INFILTRATE GAMES!





IT'S TRUE. SEGA SATURN MAGAZINE and its illustrious Editor have infiltrated two of the best games of '97! The final credits for Duke Nukem 3D and Sonic R feature Special Thanks to our very own Rich Leadbetter. So how did these homages come about? Sega Overfiend Mark Maslowicz phoned up "The Master" to get a list of worthy candidates for inclusion in Sonic R... and as for Duke Nukem 3D? "Well, SSM's championing of Exhumed plus constant support for Lobotomy Software over the months might have something to do with it," stated Rich magnanimously.

Competition

Win AN EXCLUSIVE SONIC AND KNUCKLES JACKET!

TO HELP US CELEBRATE THE launch of the incredible Sonic R, we've teamed up with our friends at Sega Europe to give away some fantastic prizes. That's right, we've managed to procure 60 Sonic and Knuckles jackets, which we want to to lavish on our lucky readers. This stylish denim jacket with attractive Sonic and Knuckles livery will be the envy of all your mates... honest. To win one of these "cool" blazers, simply answer this ridiculously easy question:

On which planet does Sonic the Hedgehog live?

If you think you know the answer, drop us a line at the usual address and be sure to clearly mark your envelope FIVE KNUCKLE SHUFFLE. Correct answers will be drawn at random and each winner will receive a limited edition Sonic and Knuckles jacket. Y'know, there's probably a warehouse full of these somewhere. Entries must reach us no later than January 16th 1998.



New Game

WARP'S D2: A SATURN EXCLUSIVE!

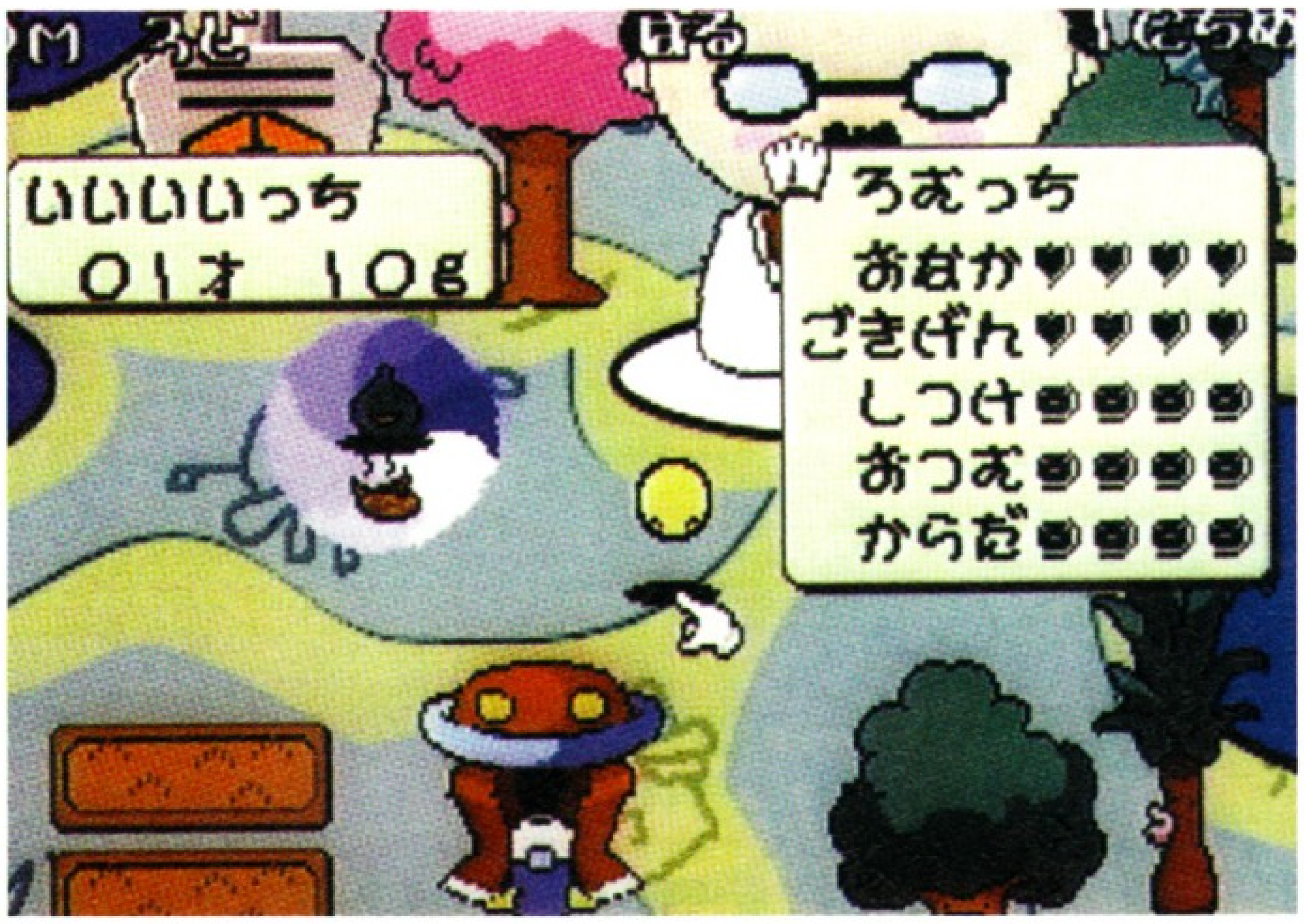


Okay, so it's not exactly the most inspiring screenshot we've ever printed, but the fact that D2 is coming to Saturn at all is surely a cause for much celebration.

FOLLOWING MONTH'S OF speculation in the land of the rising sun, Warp's Kenji Eno and Sega of Japan have announced that D2 (the real-time sequel to D) is being developed exclusively for the Saturn. The company previously responsible for the well-received Enemy Zero, have decided that the Saturn is the only console capable of delivering their highly-anticipated title, which comes as a major blow to the likes of Sony. Previously, development of D2 had been undertaken using Matshushita's ultra-powerful M2 technology, until the company prematurely withdrew from the console market, leaving Warp without a platform for their action/adventure title. Now the exclusive Saturn version is well into its development cycle and Warp are confident of producing an awe-inspiring game. Although we're unable to bring you any screenshots just yet, we'll be following this one very closely over the coming months. But don't expect any crap black and white interviews with Kenji Eno - we wouldn't stoop that low. Heh, heh.

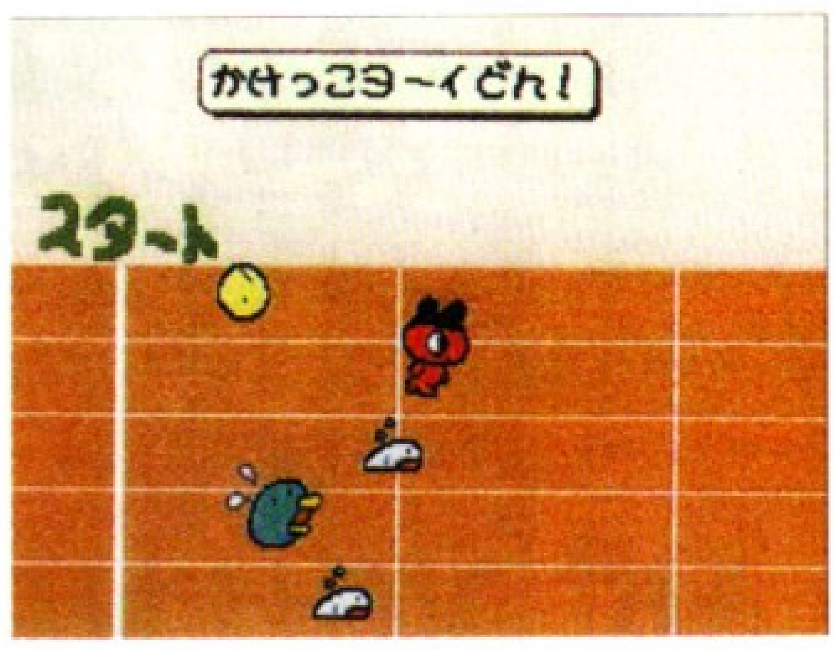
New Game

Virtual Pets on Saturn!



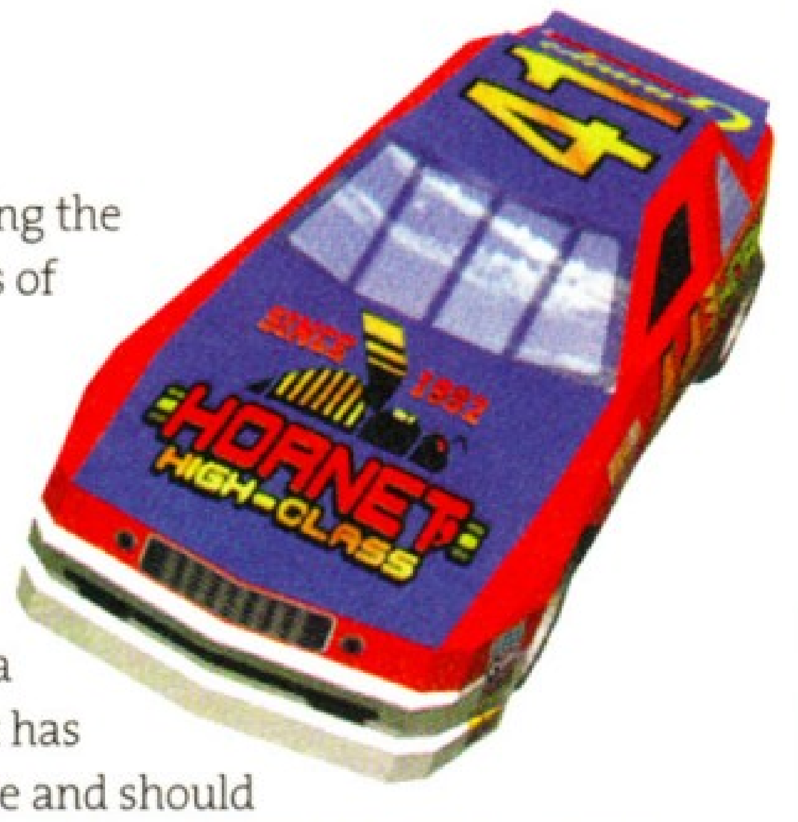
THE SWEEPING TAMAGOTCHI CRAZE seemingly knows no bounds. Following the announcement of Game Boy, N64, PlayStation and PC versions of the virtual pet, toy manufacturing giants Bandai have confirmed that a Saturn version is in the works. Though details are a tad scarce at the moment, Bandai have confirmed that the Saturn version will be more than a mere translation of the glorified key-ring, but rather a game in its own right. The programmers are planning to incorporate all manner of new features to the original formula, including all-new sub-games to play and the ability to breed an entire generation of baby Tamagotchis!

The Saturn Tamagotchi is still early in development, but is shaping up well for a summer release. Don't expect anything too radical in terms of graphics, but the enhanced level of interaction should prove a winner with the punters. Expect more news as and when it happens.



Rear your virtual pet, watch it grow then enter it in a variety of violent blood sports.

News In Brief



Information has reached us this month regarding the development of Daytona USA 2. While rumours of this game's existence have been flying around the Internet ever since the original coin-op appeared, this latest piece of gossip comes straight from a reliable source within AM2. As possibly one of the most eagerly awaited arcade sequels ever, it's safe to say that Daytona 2 should be a massive hit. Our inside informant has revealed that the game is roughly 50% complete and should debut at the Japanese AOU Show in February '98. AM2 have yet to even formally announce the existence of a Daytona sequel, let alone reveal specific details, but our source has confirmed that the game will be powered by Sega's Model 3 board.

Due to a number of technical hitches and major level redesigns, Sonic Team's Burning Rangers will now miss its pre-Christmas release slot in Japan. Sonic creator Yu Suzuki has revealed that the game has undergone a number of visual and gameplay changes resulting in the title slipping to January 13, 1998. This shouldn't really affect the UK release of Sonic Team's amazing firefighting game and hopefully the extra development time should make Burning Rangers even more stunning.

Sega of Japan have announced that they will continue to support the Saturn's NetLink peripheral with the December release of Dragon's Dream. The game is an RPG using Nifty serve (PPP service provider), and was co-developed by Sega and Fujitsu. Players explore dungeons, fight strange creatures and talk to other players they encounter. When communicating with other characters, you can use chat , BBS and Email. As players advance through each dungeon, the game's environments constantly change. To play Dragon's Dream, you'll need a Saturn, NetLink modem and keyboard. Sega intend to distribute the title as shareware with the installed software automatically taking players to the game's host site after booting. Non-Saturn owners need not worry as Sega will release a PC version of Dragon's Dream next year.

Personality Profile

NAME: Nick Paterson

CURRENT ALIASES: Office gigolo, MG meister

POSITION: Deputy Art Editor

JOB DESCRIPTION: Designing the better pages in SEGA SATURN MAGAZINE, keeping an eye out for all the mistakes Jason makes, ensuring SSM looks as fresh and fruity as it did back in the days of old man Kelsall.

SPECIAL SKILLS: Ability to pull any female on the face of the planet (it's a fact!), often mistaken for member of SAS or secret service due to ridiculous James Bond polo neck jumper, mysterious time delay sense to avoid arriving at work before 10.30.

CAREER HIGHLIGHTS: Mean Machines Sega closing down, hosting the recent Platinum Pads (work in-joke), free industry parties, being selected to pick the winner of Miss UK 1995.

LIKES: Manners, fat bass lines on a fat beat, my MGB GT, its 1970s chrome bumper, "Papa" Nicolle from THAT advert, gimmicks, endless free industry parties, only the hardest of hardcore New York gangsters. "You talkin' ta me? ...Are you talkin' ta me?"

DISLIKES: Travelling half way around the world to get in to work on time, pesky deadlines, lack of cash and Bangkok lady/boys. Ahem.

ALL-TIME FAVOURITE GAMES: Sega Rally, Tomb Raider, Duke Nukem 3D, Choplifter, Desert Strike, Green Beret, Worldwide Soccer '98 (Chelsea!), Quake, Sonic the Hedgehog, love games.

Toy News and Competition

Win! Virtual On Action Figures



It's a well-known fact that Sega produce awesome arcade and console games, but in Japan they're also renowned for their top toys. Sonic dolls, NiGHTS keychains, Virtua Fighter vinyl figures... you name it, Sega make it. Our Japanese correspondent Warren Harrod always picks up loads of useless stuff when he goes shopping, but this month he stumbled upon something truly stunning. Sega have just released the first four in a series of amazing Virtual On action figures. If the initial toy assortment does well, the remaining Cyber Troopers will also be produced. We've managed to get a complete set of Virtual On action figures and they're really incredible. Detailed armour, missile-firing weapons, cool articulation and amazing likenesses make these toys must-have items. What's more, each 'bot has a miniature Sega Saturn attached to its back which opens to reveal a tiny CD! Of course, we're not just gonna open these toys up, play with them and leave 'em on our desks for the cleaners to nick. Nosiree. They're yours if you want them, but you'll have to answer this little teaser first:

Name the two robots that appeared in the classic Walt Disney sci-fi flick, The Black Hole?

If you think you know the answer, send your entries to the usual address and mark them TOYS FOR THE BOYS. Correct answers will be drawn at random and each winner will receive a complete set of exclusive Virtual On action figures. Entries to reach us no later than 16th January 1998.

Competition

Win! Bondage Videos!

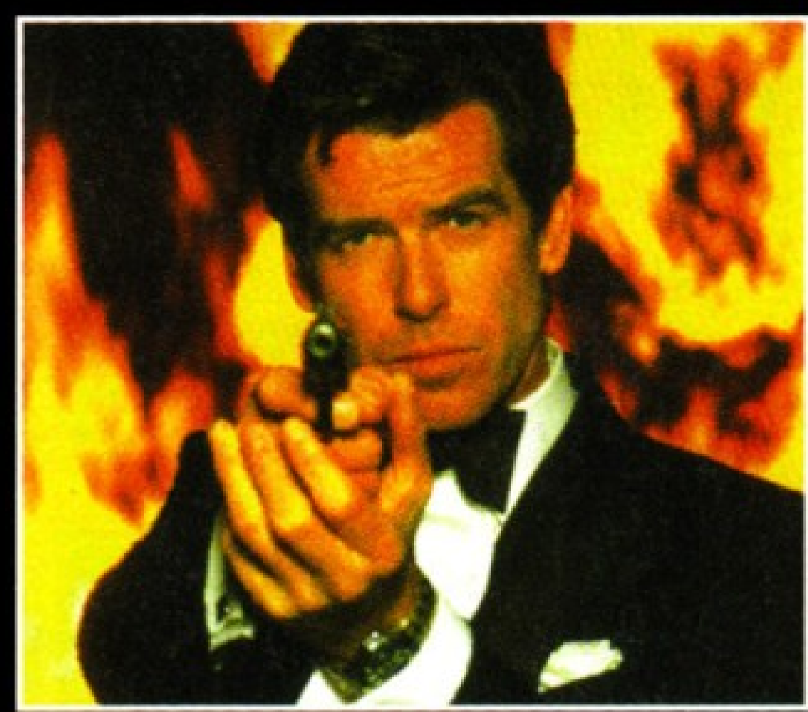


You want 'em? You got 'em! Win loads of free Bond vids!

Bond, Bond, Bond... he's bloomin' everywhere this Christmas! An N64 game, new movie, top ten tunes and more merchandising than you can shake a Walther PPK at. Not one to miss out on the 007 bandwagon, SEGA SATURN MAGAZINE has teamed up with MGM/UA Home Video to offer our lucky readers the chance to win a complete set of James Bond videos. That's right, all 17 classic flicks in one ultimate collection. From Sean Connery's womanising to Roger Moore's eyebrow-raising hi-jinks, there's a Bond movie for everyone. As fans of the series, we've all got our favourite moments. Rich is particularly taken with the funky 70s theme tune from The Spy Who Loved Me while Nick letches over Ursula Andress emerging bikini-clad from the ocean in Dr No. To get your paws on this audio visual extravaganza, answer this oh-so easy question:

In which Bond movie does Oddjob appear?

If you think you know the answer, send your entries to the usual address and mark them SHAKEN NOT STIRRED. Correct answers will be drawn at random and one talented reader will win a complete set of 17 James Bond videos. Whatever happened to that loser George Lazenby anyway? Entries to reach us no later than 16th January 1998.



HMV CHARTS

Week Ending December 6th

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive pre-production silver CD games to those who win! This month's winner is A. Guthrie from Hammersmith.

	HMV CHARTS		READER CHARTS		SEGA PARK CHARTS
1	Quake	1	Resident Evil	1	Top Skater
2	Sonic R	2	Tomb Raider	2	Le Mans 24
3	Sega Touring Car	3	The Lost World	3	MSH vs Street Fighter
4	Duke Nukem 3D	4	Die Hard Arcade	4	House of the Dead
5	Last Bronx	5	Alien Trilogy	5	Scud Race
6	SWWS '98	6	Virtua Cop	6	Virtua Striker 2
7	WipEout 2097	7	Virtua Cop 2	7	The Lost World: Jurassic Park
8	Resident Evil	8	Sonic Jam	8	Motor Raid
9	John Maden '98	9	Saturn Bomberman	9	Daytona USA
10	Pandemonium	10	WipEout 2097	10	Street Fighter III

NEXT MONTH



Panzer Dragoon Saga: four CDs worth of hardcore adventuring with some of the greatest graphics ever! Could this beat the admittedly impressive Final Fantasy VII? Find out soon!

SSM goes into 1998 with a reality-rending line-up of software both ON and IN the magazine! We'll be looking at the brilliant Panzer Dragoon Saga in its final, four CD glory and letting you know all about it. Additionally, we take a close look at the ice cool sports sensation that is Winter Heat! Perhaps best of all is our exclusive expose of the awe-inspiring Burning Rangers - Sonic Team's latest and perhaps greatest Saturn title! We've also got plans for more stunning cover-mounted CD action! If all goes to plan we'll have a compilation of games old and new (mostly new) from one of the industry's greatest developers! No promises mind, but if our current plans come to fruition we guarantee you MUCH AWESOMENESS! Oh yes.

SEGA SATURN MAGAZINE FEBRUARY 1998 ISSUE, OUT 14th JANUARY!



Dear Newsagent,

SEGA SATURN MAGAZINE is more than a publication dedicated to the Saturn console. It is the basis of an entire culture - a true Warrior's Mag. For those reasons I would like you to reserve said publication for me, please.

NAME ______________________

ADDRESS ______________________

TWIX® JUNIOR GAMESPLAYER OF THE YEAR

We Have a TWIX Winner!



The crowd goes wild as the Manx TT SuperBike action gets underway!

Round 1	Quarter-final	Semi-final	Winner
Robert Doubtfire	Scott Witham	Alex Lieng	Alex Lieng
Scott Witham			
Ben Bratchell	Alex Lieng		
Alex Lieng			
Lee Kent	Lee Kent	Richard Martin	
Matt Sturgess			
Carl Jennings	Richard Martin		
Richard Martin			

14-year-old Alex Lieng from Birmingham proved his nimble-fingered computer games playing skills when he beat off seven other finalists to become the 1997 TWIX® Junior Gamesplayer of the Year in the Sega Saturn category.

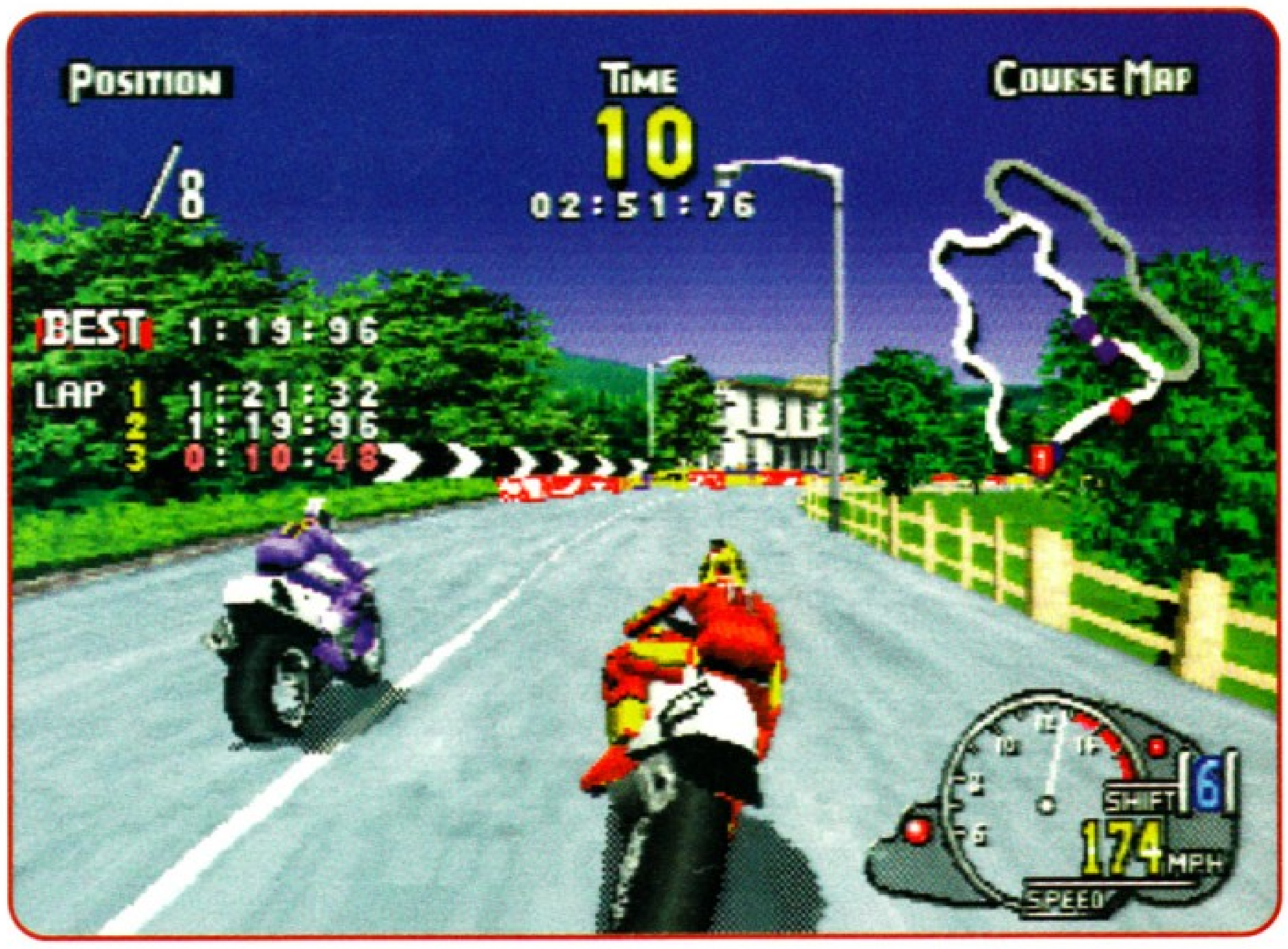
The tense and closely fought final recently took place at the Virgin Megastore in London. Alex managed to keep his cool in front of a live audience to beat off strong competition with decisive wins in the qualifying rounds. The final head-to-head showdown on Manx TT SuperBike was neck and neck all of the way, but Alex managed to pull clear at the end of the game to clinch the coveted gold medal.

Hundreds of youngsters entered the TWIX® Junior Gamesplayer of the Year competition via Sega Saturn Magazine, but only eight, including Alex, had high enough scores to qualify for the final, compered by experts Rick Henderson and Chris Knight.

As well as the prestige of becoming the TWIX® Junior Gamesplayer of the Year, Alex walked away with £1,000 worth of computer games, £100 Virgin Megastore vouchers and a Mechwarrior II jacket. A year's supply of TWIX® bars will also help Alex every time he needs to think through tactics for his new games.



Alex Lieng: this year's triumphant contestant!



The high-speed, high-octane thrills of Manx TT SuperBike made for the most exciting head-to-head final of this year's TWIX® Junior Gamesplayer of the Year challenge!



Female adulation greeted the TWIX® finalists!



Compere Rick Henderson surveys the action.

24 Hours To Beat The World!

With Sega Touring Car Championship having been on the shelves for a few weeks now, we thought this would be the best time to launch our awesome Global Net Event time-attack competition alongside Sega's very own competition. As ever, the prizes for both competitions are going to be fantastic, so you'd better get practising!

GLOBAL NET EVENT

The Global Net Event is Sega's challenge to Touring Car players to establish themselves as the best in the world! For 24 hours only (globally synchronised), a secret track becomes available in the Saturn Side of Sega Touring Car Championship. A message indicating the exact time and date should appear on screen each time the game is booted up, from one week prior to its commencement.

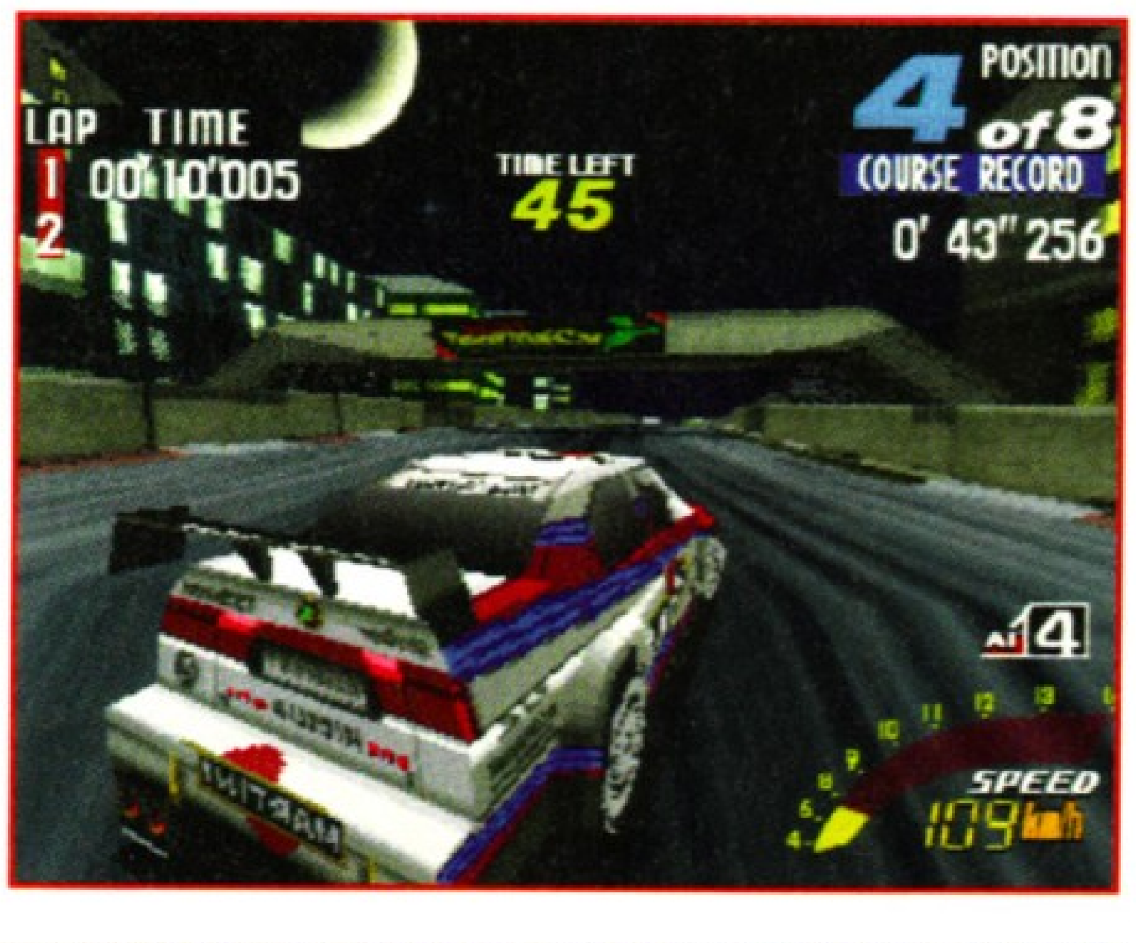
Once the Global Net Event circuit is available (and remember - time is of the essence) complete the circuit and retain your fastest overall time and password displayed on the results screen.

EMAIL SEGA OF JAPAN

So what now? Stick your Sega Touring Car Championship game-disc into your PC and copy the RANKING.HTM and RESORCE folder onto your hard drive (on the same level of directory). Open RANKING.HTM file from your Internet browser. Enter your password and click on "submit" icon for data transfer. If you made a mistake, click "reset" icon and reenter the password. Within a few minutes, your record will be registered. Click on "RANKING BOARD" to find out your current standings!

WHAT'S UP FOR GRABS?

Well, aside from the distinction of having your name displayed across Sega web sites the world over, Sega are promising some fantastic, though as yet undisclosed prizes for the senders of the best times!



SEGA SATURN MAGAZINE COMPETITION

Of course, not everyone has access to the latest in PC technology. So SEGA SATURN MAGAZINE has teamed up with Sega of Europe to run a parallel competition for the technologically deprived. The guidelines for the competition are exactly the same as the Global Net Event competition - complete two laps of the Global Net Event circuit (available for 24 hours only), make a note of the overall time and password displayed on the results screen and send them in to SSM.






FIRST PRIZE (1)

One lucky winner will bag every single official UK Sega Saturn peripheral ever, including an MPEG video card, analogue pad, multi-player adapter, light gun and... well, suffice to say loads more stuff too. Pretty cool, eh?

SECOND PRIZE (3)

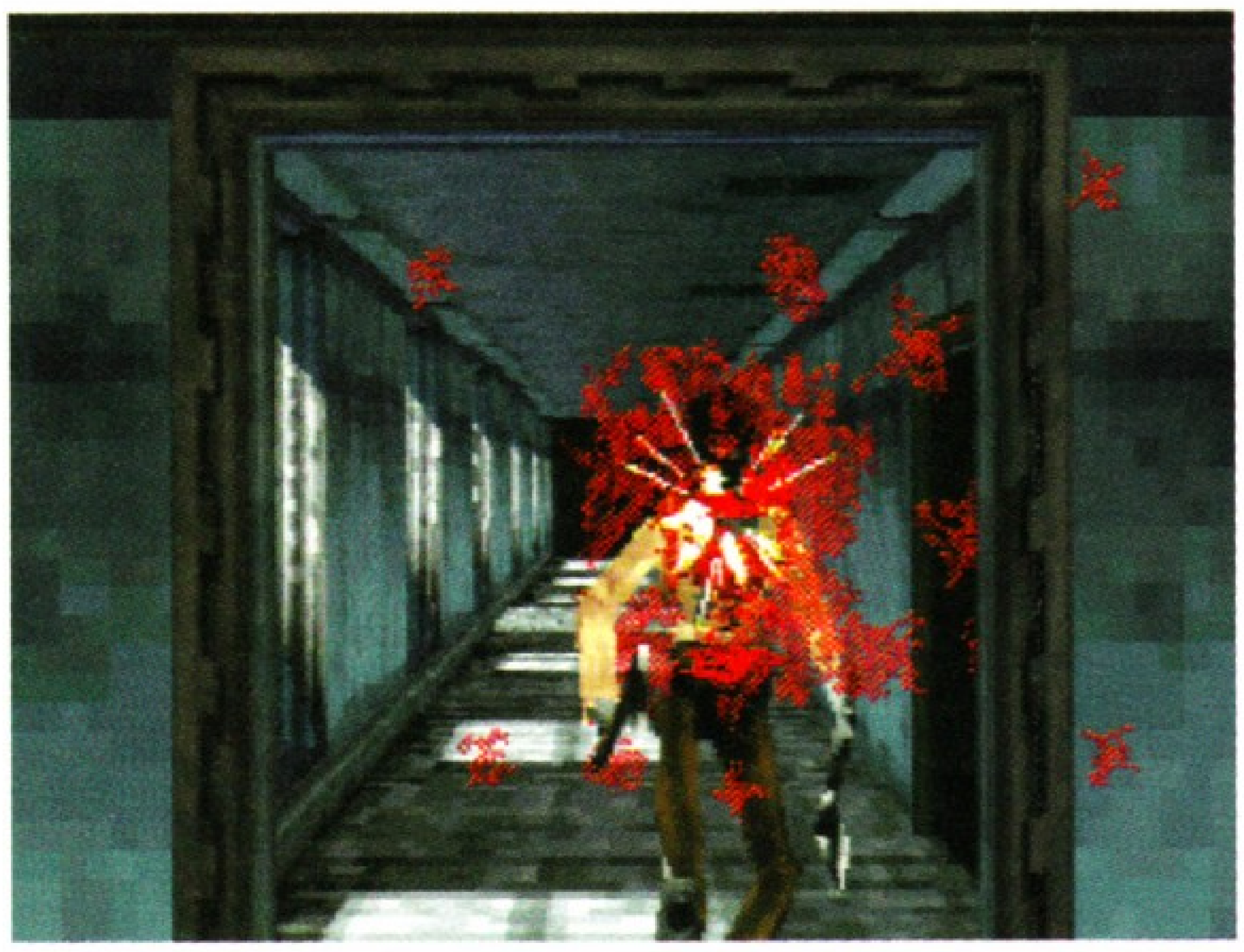
The three runners-up with the fastest times and verified passwords will each receive a bumper supply of official Sega Touring Car Championship merchandise!

Send your entries in to us at: **GLOBAL NET EVENT, Sega Saturn Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.** Entries to reach us no later than the 15th of January 1998. The winners and runners-up will be announced in the March issue of SSM. We regret that due to our burdening work load we are unable to give updates over the phone.




SEGA SEGA SEGA SEGA
Mobil 1
AMG
BOSCH
BOSCH
Mobil 1
BÄUMLER
men's fashion
Mobil 1
D2
PRIVAT
BRIDGESTONE
BRIDGESTONE
BRIDGESTONE


THE HOUSE OF THE DEAD







Look at that gore fly! The Saturn version of House of the Dead will retain all of the blood and body parts of the original coin-op.







Be warned... the dead will rise in '98. Sega Saturn Magazine is proud to announce that Sega's House of the Dead is finally coming to Saturn. But will it be the work of genius we all expect? MATT YEO reports.

We've played the Saturn version of House of the Dead. Yep, that's right, SEGA SATURN MAGAZINE is the first magazine in the world to have had an EXCLUSIVE playtest of AM1's forthcoming masterpiece... and it's incredible. Don't be fooled by other magazines claiming to have pictures of Sega's light gun gorefest, every single screenshot that you see on these pages has been taken directly from the 30% Saturn version of the game. No arcade scans here folks. Just the hottest screenshots from the team you trust.

When AM1 first released the House of the Dead coin-op, its success surprised everyone including the development team themselves. Although Sega had had hits with light gun games in the past, such as the Virtua Cop series and Rail Chase, House of the Dead was something else altogether. With its seemingly Resident Evil-inspired horror visuals and non-stop blasting action, this was one arcade title that just begged to be played. As AM1 had developed the game using Sega's Model 2 technology,





It's almost here! As one of the most eagerly awaited Sega arcade conversions, House of the Dead will definitely boost the Saturn's sales this Easter.

Sega's confidence in Tantalus' development abilities that has ensured that House of the Dead will be an awesome Saturn game.

questions immediately arose regarding a Saturn conversion. After all, if the likes of Virtua Fighter 2 and Virtua Cop 2 could be ported over to the Saturn, surely House of the Dead would be translated too. But who would undertake this mammoth task? Could AM1, who had never previously programmed a Saturn title, produce the game or would Sega give that honour to an external development team?

Well, the good news is that Sega have handed over the programming chores to Tantalus, the Australian-based arm of Perfect Entertainment. These guys were responsible for Manx TT, WipEout and WipEout 2097, and it's Sega's confidence in their proven development abilities that has ensured that House of the Dead will be an awesome Saturn game. You may be worrying that Manx TT and WipEout 2097 were less than stunning, but it's worth remembering a few points before you start fretting unnecessarily. While Manx TT wasn't exactly the best Saturn racer, it was a spot-on conversion of a less-than impressive arcade game. On the other hand, WipEout 2097 was always going to be unfairly compared to the PlayStation version, yet both titles managed to score over 90% and still rank in SSM's all-time top twenty. However, Tantalus will face its toughest test with House of the Dead, but from what we've seen so far, they have nothing to worry about.

>>



Y'know, zombies get a bit of a rough deal. It's hardly their fault they're undead. They're just misunderstood, that's all.





Special agents Tom Rowgun and the mysterious G take on the denizens of the House of the Dead. Their mission is to locate and eliminate the evil Dr Curien.





Even this early version of HotD shows just how much potential the Saturn still has.

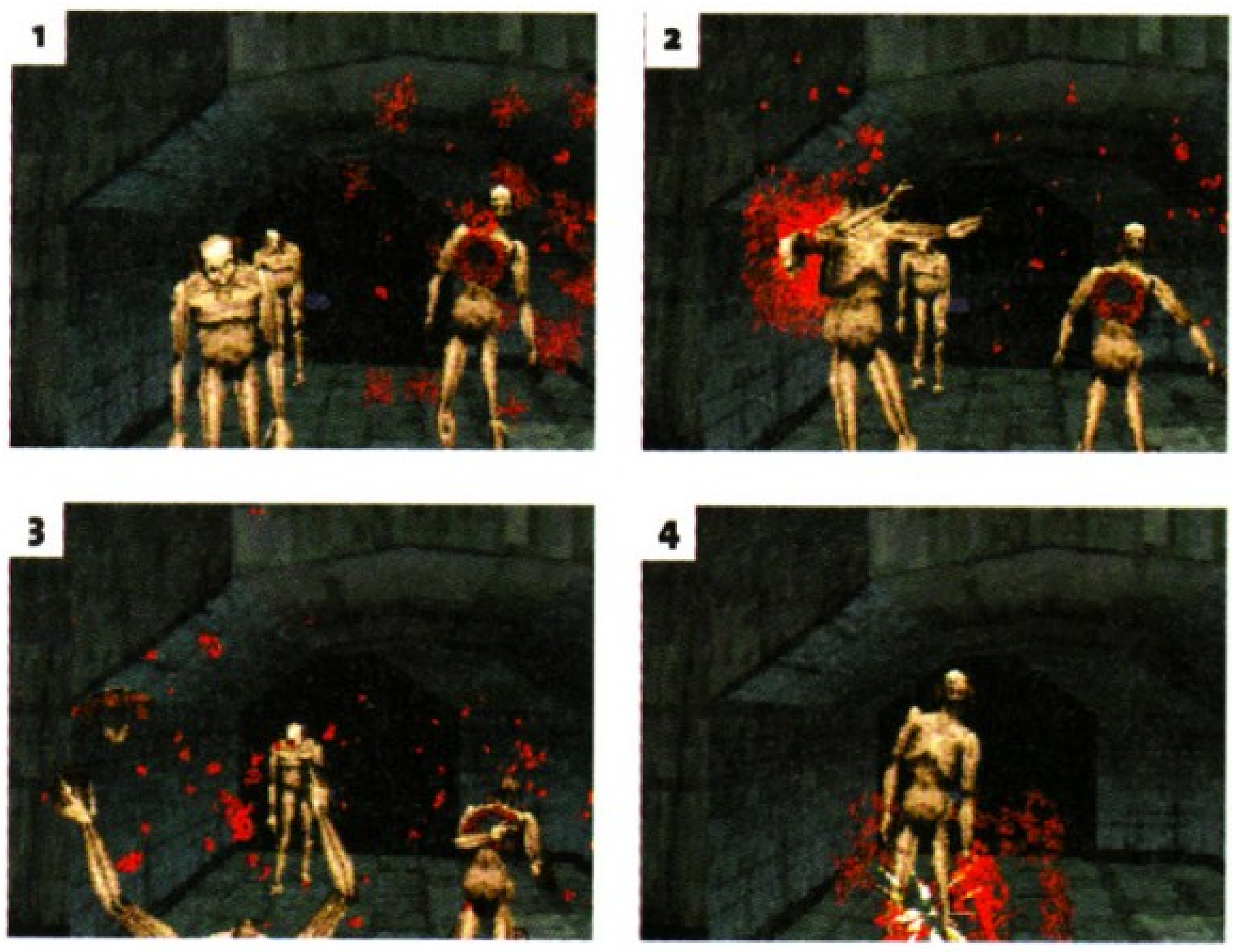
House of the Dead is set to be arcade perfect. It's going to make you realise why you invested in Sega's 32-bit wonder in the first place



The finished game will feature all of the coin-op's characters including the massive bosses and stage guardians.

>> **ROCKET FROM THE CRYPT**

There are very few games that are guaranteed to draw a massive crowd in our offices. The latest Capcom titles usually involve a huge gathering of eager punters and any title that emerges from Sega's AM divisions is also a safe bet (yeah, we'll forget about Touring Car for the moment). Such was the case with the Saturn version of House of the Dead. Advance word of mouth had already travelled via the company grapevine and the unveiling of Sega's latest light gun shooter was awaited with fevered anticipation. We all hoped that Tantalus wouldn't let us down with a mediocre conversion and that they'd at least manage to produce a credible version of AM1's scary shoot 'em up. The truth is... we were blown away.



After taking the sewer route, players encounter a shambling group of zombies. Spot-on shots take off their limbs, blow their chests away and finish 'em off.

Although only 30% complete, House of the Dead is simply mind-blowing. We wouldn't usually rant and rave about how great a game will be before we've seen the finished version, much less an early pre-production copy, but this is one Saturn title that deserves such acclaim. Take a look at these screenshots, this is House of the Dead on Saturn, it's going to be arcade perfect and it's going to make you realise why you invested your money in Sega's 32-bit wonder in the first place. Yes, it's really that good.

Okay, enough drooling, let's get down to the nitty gritty. The version we've played is still very early and quite rough around the edges. Tantalus are actually ahead of schedule at the moment and Sega have been so impressed with their efforts that they've moved House of the Dead's UK release from April to March '98. Assuming their progress continues at an accelerated pace, we'll have new versions of the game code on a regular



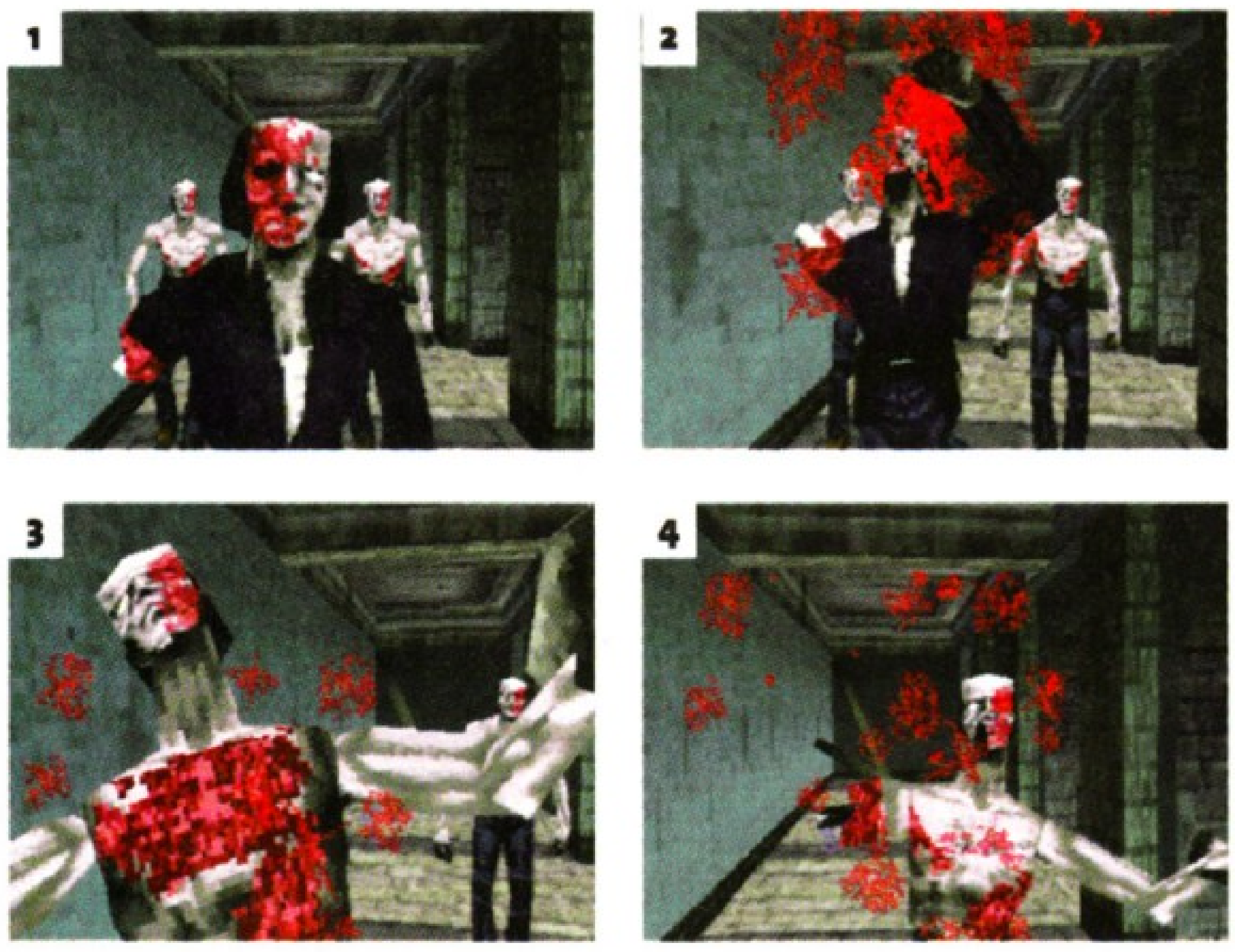
No censorship here folks. Just mindless violence.



Save the scientists to gain stage maps and power-ups.



Here's your first major challenge: Chariot! Blast his chest to destroy his armour.



This sequence demonstrates how detailed the final texture maps will be. Each creature is constructed from a number of layers just itching to be blown away.





basis and bring you full updates as and when. The game is already light gun compatible, although the on-screen hits are roughly an inch off their intended target. Of course that's purely a minor niggle and one that's easy to fix. When you consider that we were expecting to have to use a joypad with this early demo, you'll understand that we're more than happy that this feature is actually up and running.

HOUSE OF PAIN

Tantalus have already programmed a rough version of House of the Dead's first shocking level, complete with basic creatures and items, but there's still plenty of work to be done. The level opens with government agents Tom Rowgun and the mysterious G arriving at the DBR Corp's chilling mansion laboratory. This



House of the Dead will be one of the top two-player Saturn games of all time!

Blast away at the first few monsters and it's immediately evident that this could be the goriest Saturn game to date!

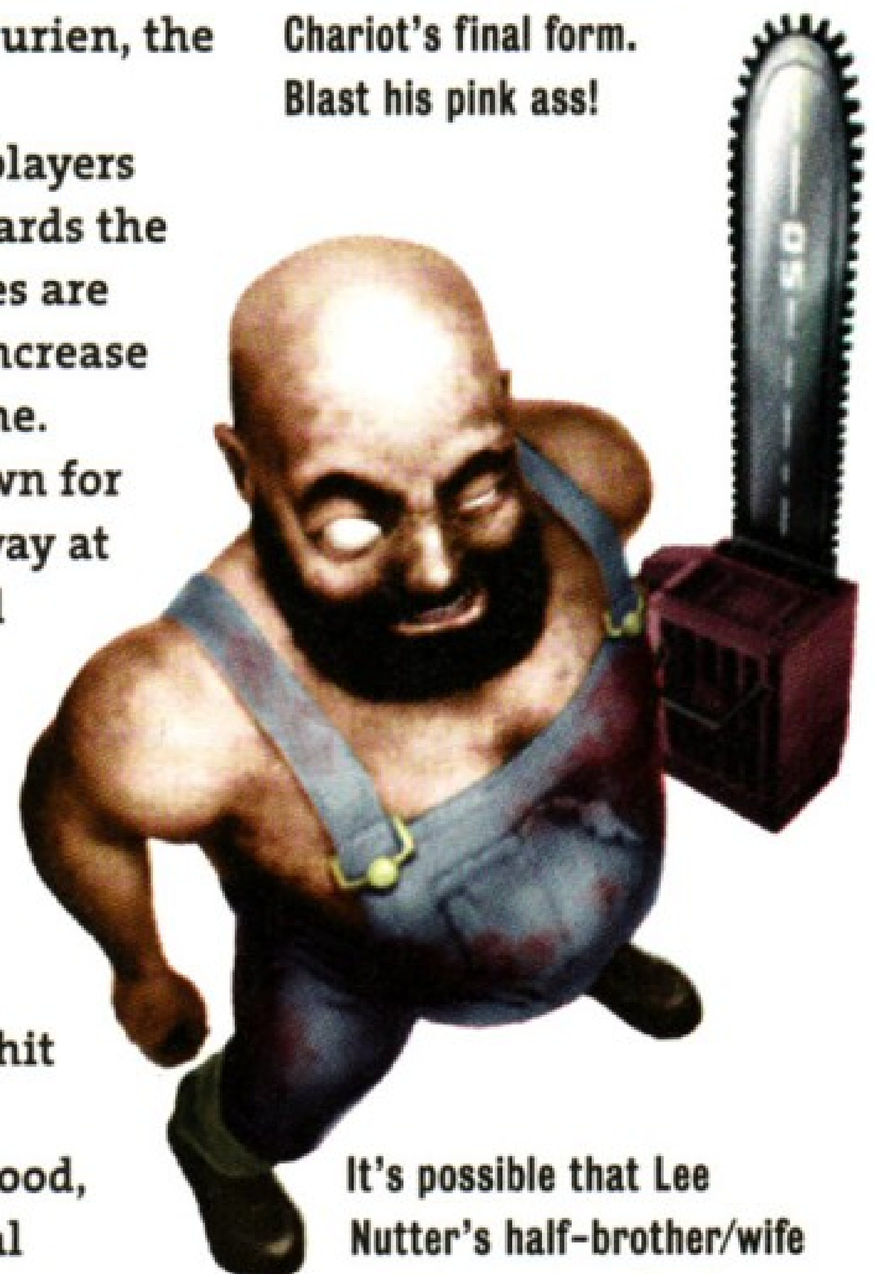
gothic fortress is the location of the company's genetic research facility under the watchful eye of Dr Curien. However, recent reports have revealed that the Doc has lost his marbles and been caught messing around with Mother Nature. The results of his experiments are inhuman creatures and reanimated corpses that now patrol the mansion in search of living flesh. With orders to eradicate this undead menace and locate Dr Curien, the two agents embark on their nightmare quest.



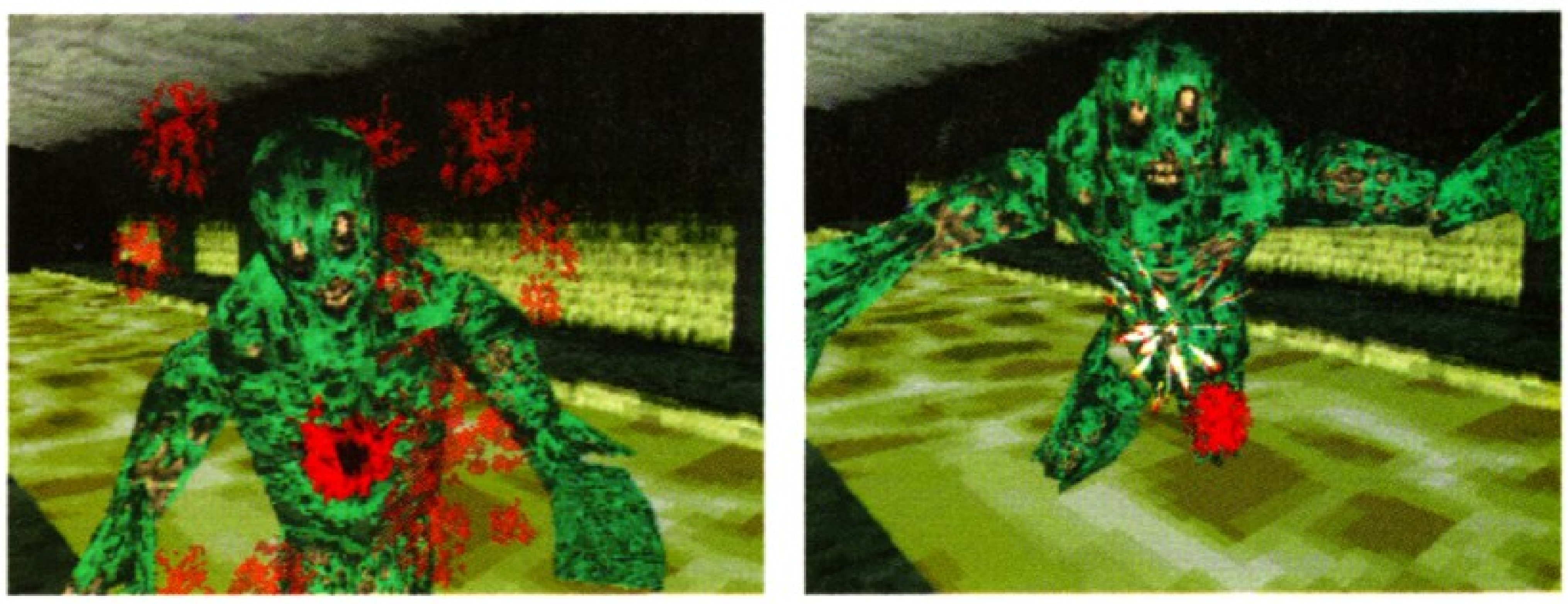
Chariot's final form. Blast his pink ass!

Progressing through the mansion's main courtyard, players encounter their first zombie attackers who shuffle towards the screen with frightening realism. Most of these creatures are already texture-mapped although Tantalus intend to increase the level of detail on all creatures in the months to come. Rumours that the Saturn version might be watered down for more squeamish players is completely untrue. Blast away at these first few monsters and it's evident that this could be the goriest Saturn game to date. Players have the option to blast off a zombie's arms and legs, blow a gaping hole in its chest or go for the more skillful head shot. While it's certainly fun to pick off limbs one at a time, the zombies keep on attacking regardless of missing members. A head shot kills them with one bullet and is sure-fire way to boost your score and hit bonus.

Each hit is accompanied by gallons or spurting red blood, ensuring that the Saturn game retains all of the arterial impact of its coin-op cousin. It's unknown at this time



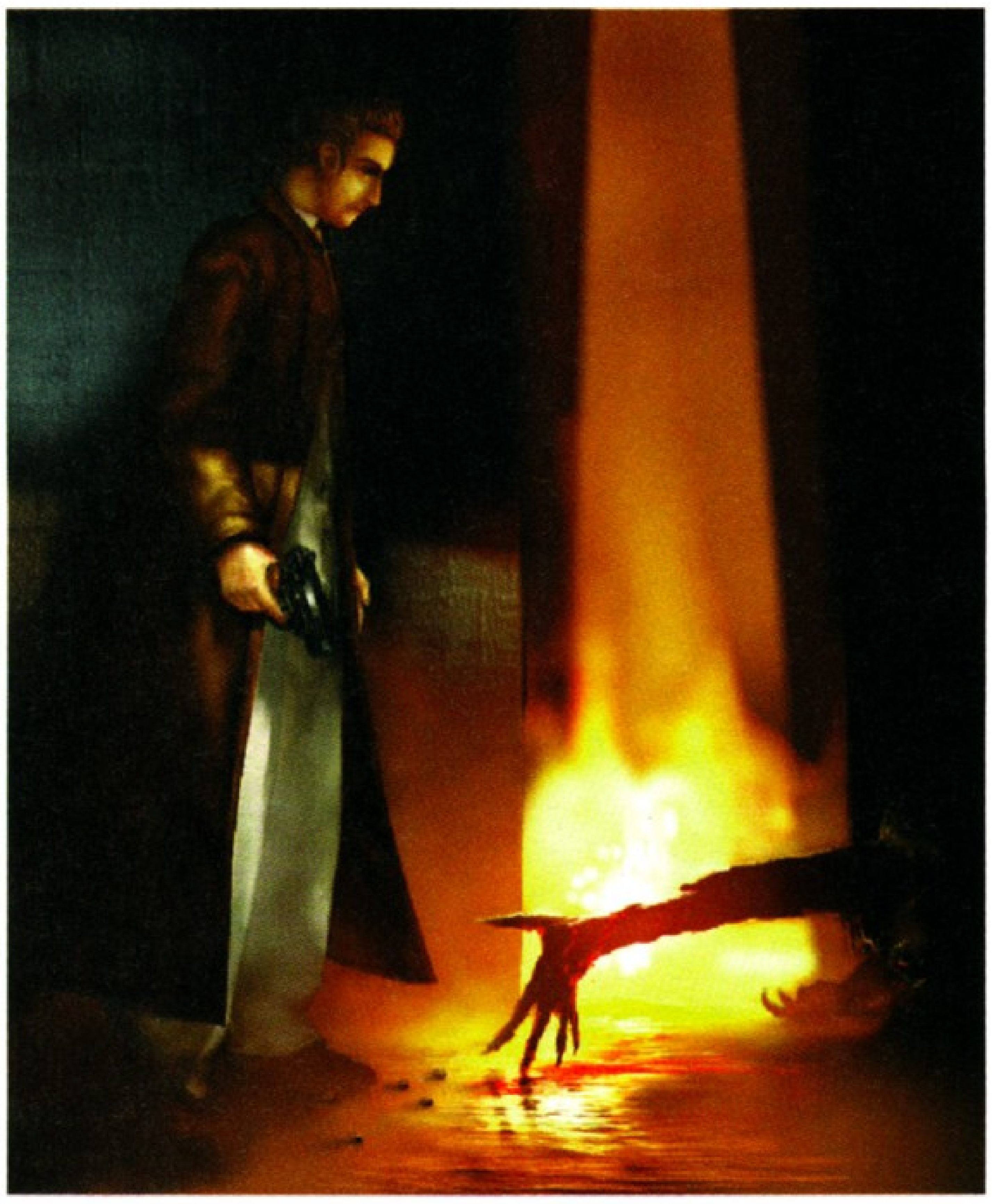
It's possible that Lee Nutter's half-brother/wife will also appear. He, he...



The sewer section is in place although a number of creatures, such as bats and frogs, have yet to be added.



House of the Dead 'borrows' a number of ideas and styles from the likes of Seven and Capcom's Resident Evil.









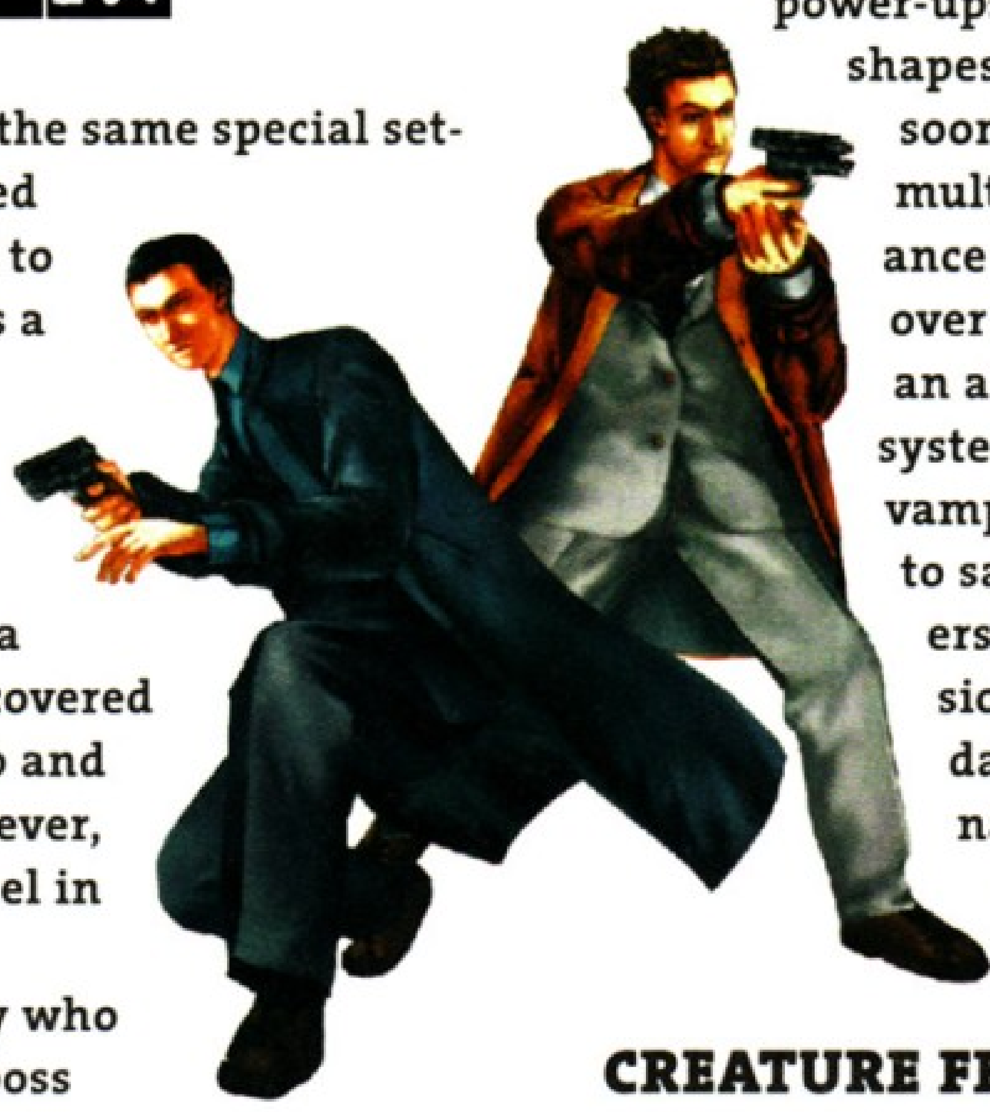
Just take a look at the amazing detail in the courtyard. And it's not even finished!

AM1's original multiple route system ensures that the House of the Dead remains fresh and exciting every single time you play it!



Remember kids: don't play with fire... or flamethrowers come to think of it.

whether the console version will have the same special settings as the arcade game, which allowed users to change the colour of the blood to a more pleasing shade of green, but it's a distinct possibility.



DEAD OR ALIVE

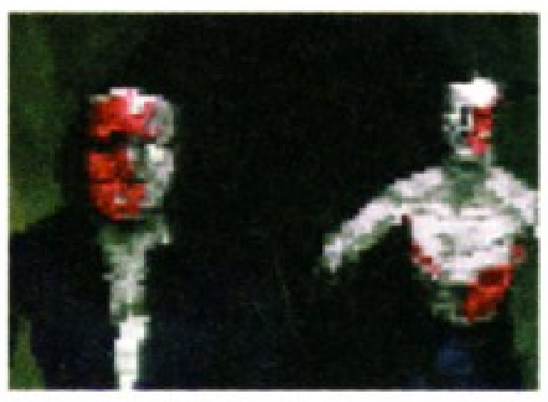
Back to the game again and players encounter the lovely Sophie Richards, a scientist working for DBR who has discovered what the crazy Dr Curien is really up to and who is also Tom Rowgun's fiance. However, before our heroes can rescue this damsel in distress, she's whisked away by the Hangedman, a bat-winged monstrosity who also happens to be the game's second boss character. Players don't actually fight the Hangedman just yet and instead continue their approach to the mansion.

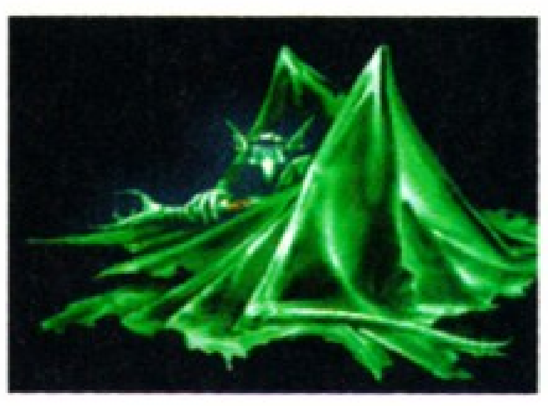
Tantalus have yet to add the menacing mansion looming in the distance, but these screenshots illustrate that all the basics of this stage are in place. Scientists, monsters and power-ups are currently indicated by flat polygon shapes, with completed texture-maps to be added soon. The first indications of the game's unique multiple gameplay routes also make an appearance early on. Save a scientist from being thrown over a bridge and players find themselves taking an alternate route under the house via a sewer system. Here they encounter slimy green zombies, vampire bats and even aquatic mutants. Failing to save the innocent lab assistant results in players taking the main route through the mansion's front doors. Both paths are fraught with danger and challenge potential, but this original system ensures that the House of the Dead remains fresh and exciting every single time you play it.

CREATURE FEATURES

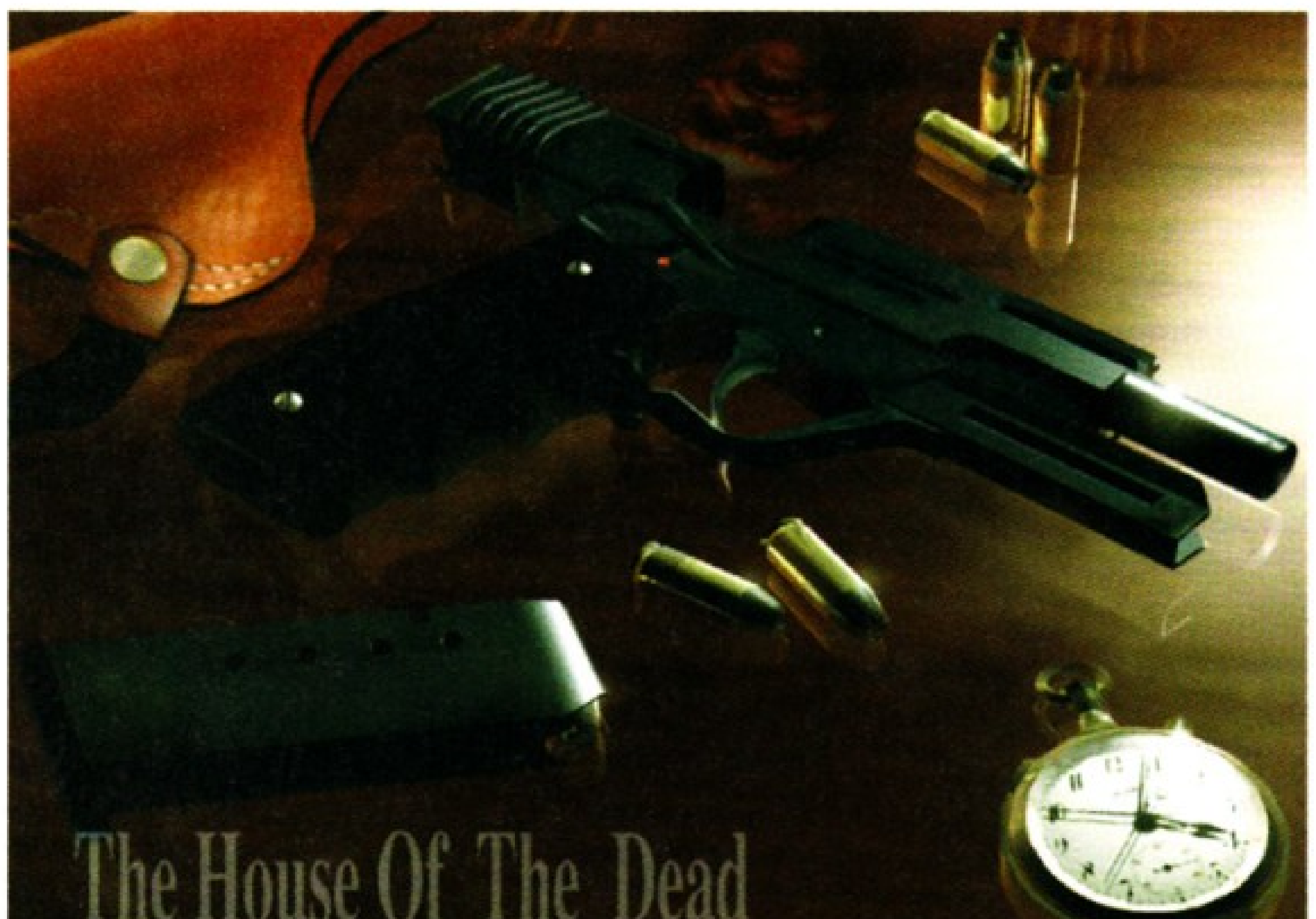
The later sections of stage one are still being tinkered with, but Tantalus have already managed to include the game's first end-of-level boss, the armoured Chariot. He grabs the cowering Sophie and throws her to one side with a casual sweep of this mighty battle staff. Players then get to blow the crap out of his metal hide by aiming at an unprotected gap in his chest. Successful hits cause gallons of viscous fluid to gush out before his armour is completely destroyed. Chariot now reveals his second form, a lumbering pink zombie! As with standard zombies, players have the option to shoot his arms and legs off, although this time round each limb may be hit twice before it's totally blown away. Reduce Chariot to a skeleton and he crashes to the ground defeated. End of level one, but only the beginning of our insatiable craving for more Saturn House of the Dead action.

What we expect now is for Tantalus to continue their sterling work and produce the most impressive Saturn light gun shooter possible. House of the Dead certainly has the potential to be a Virtua Cop beater and if the Saturn version contains extra play modes or secrets unavailable in the arcade game, we'll be even more impressed. Stay tuned to SEGA SATURN MAGAZINE for future updates!





What's that disgusting green blob? You'll find out in future issues of Sega Saturn Mag!



House of the Dead will of course be totally compatible with the Virtua Gun.



The demonic Magician is the game's final boss. Have you got what it take to beat him?



Astra Superstars

When it comes to super-smooth, action-packed 2D beat 'em ups, who do you think of? Capcom? Definitely. SNK? Maybe. But Sunsoft? MATT YEO takes a look at a game that could change all that.





Hard-hitting action and over-the-top special moves. Just what we want!

Let's face it, Sunsoft are always going to play second fiddle to Capcom. While the house of Street Fighter goes from strength to strength, poor old Sunsoft manage to churn out the likes of Galaxy Fight and Waku Waku 7. However, there could be a light at the end of their creative tunnel in the shape of Astra Superstars.

Instead of opting for a realistic, bone-crunching beat 'em up, Sunsoft have instead decided to expand on the relative success of Waku Waku 7 (in Japan at least) by taking their trademark cartoony violence even further. This time around the action takes place in the mystical realm of Astra World, a colourful land created by an ancient and peaceful god. To reward the inhabitants of Astra World for being such well-behaved individuals, their benefactor has created a powerful gift in the shape of the 'Lucky Star.' Eight individuals from the realm's most prominent countries have stepped forth to claim the Lucky Star for themselves. What follows is a titanic power struggle, with fighters battling each other for possession of the fabled trinket. The winner will enjoy untold fortune and glories, while the losers will face the wrath of their god.

FUN FOR THE FAMILY

Okay, the game's story is hardly the most original, but Sunsoft are hoping that when players finally get to grips with Astra

>>





All characters possess amazing magical powers and colourful attacks.







It's Astra Superstars' devastating Star Special moves that are certain to win over Saturn owners. Sunsoft's 2D beat 'em up looks amazing.

>> Superstars they'll discover just how much fun it really is. In fact that was one of the main reasons why we covered Waku Waku 7 in issue 23, the game was just so bizarre. This tongue-in-cheek theme continues in Astra Superstars with outlandish and flamboyant flying characters, amazing screen-hogging special moves and a complete disregard for acceptable beat 'em up lore. Sunsoft are out to break all the rules with this one and we wish them every success.

Each of the game's eight fighters is equipped with the usual array of kicks and punches, as well as fireballs and energy attacks to round out their basic arsenals. But it's Astra Superstars' devastating Star Special moves that are certain to win over Saturn owners. As in recent Street Fighter outings, the game's characters possess a unique energy bar, or Star Gauge, that fills up when players block or receive blows. Once full, it's possible to unleash a character's ultimate attack, many of which fill almost two-thirds of the screen! For instance, Lettuce's Star Special (yes, that's his real name!) instantly transforms him into a towering giant who defeats his foes with a colossal fireball that would put even Ryu to shame. The good news is that these awesome supers are activated simply by pressing just two buttons simultaneously.

STAR SPECIALS!

As characters float across the screen, as opposed to a ground-based beat 'em up, it's entirely possible for them to position their attacks and Star Specials anywhere they want. Of course this opens up the possibility for amazing combos, and 40+ hits are common place. While characters float at a preset level, their attacks and moves will obviously move them around the screen at times. To help players adjust to this flying feature, the CPU attempts to steer characters back on course if they wander too far off screen.

HUGE HIT?

Sunsoft have actually designed Astra Superstars with novice players in mind, but there seems to be enough depth here to warrant the attentions of more skilled players. If there's any justice in the world, Sunsoft's latest Saturn outing will be a huge hit in Japan. Waku Waku 7 did pretty well over there and the Japanese tend to be slightly more discerning about their beat 'em ups than us Westerners. It's unlikely that Astra Superstars will make it the UK, but we'll be taking a more in-depth look at the import version next issue so stay 'tooned!

COUNTER ATTACKS

In most beat 'em ups when players are attacked, they simply have no choice but to stand there and take a pummelling. However,in Astra Superstars you can execute a Yarare Reversal, essentially a basic counter which enables you to fight back even though you're taking hits. Sunsoft also promise a number of other intuitive gameplay features, but we'll reserve our judgment on these extras until next issue.





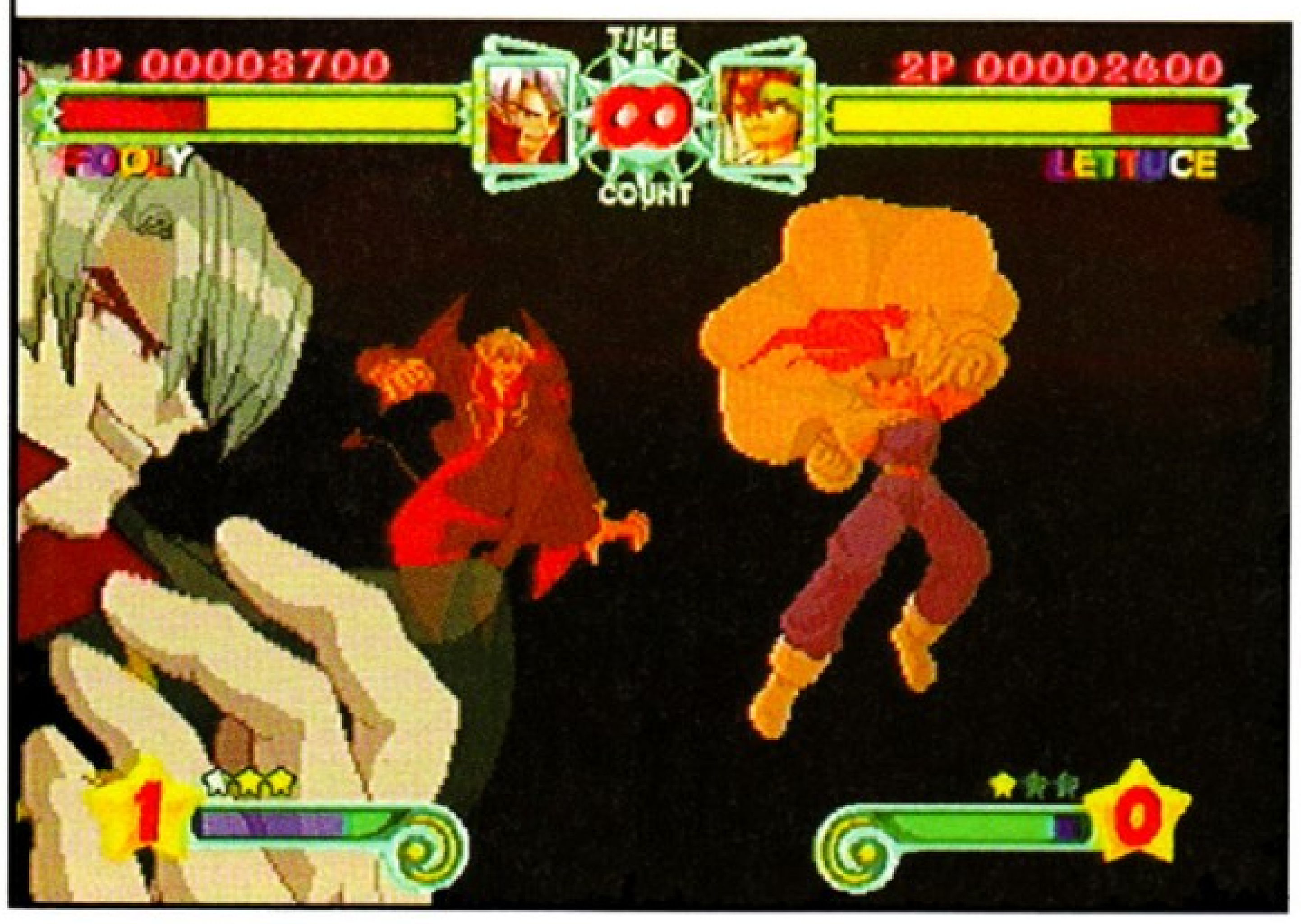




Multi-hit combos are a doddle with Astra's easy-to-master controls.

CART TRICKS

So how is your humble Saturn capable of such amazing 2D shenanigans? Well, it isn't. Actually that's not strictly true, as Astra Superstars' fantastic visuals are only possible with the aid of the standard 1MB cartridge. Currently strutting its stuff for the likes of King of Fighters '95 and Marvel Super Heroes, the upgrade cart is capable of adding extra bells and whistles to super moves and Star Specials, many of which would suffer from reduced animation if it wasn't for the extra memory.









Astra Superstars uses the 1MB cart, but how would it fare with the 4MB version?

BY	GT INTERACTIVE		
RELEASE	TBA		PLAYERS
HARDWARE	PRICE	£TBA	2
N/A	STYLE	EAT 'EM UP!	

Yeah, we all loved the original Rampage coin-op (and Spectrum and Commodore versions alike), but that was over a decade ago. Has Rampage still got what it takes to be a winner?

Rampage World Tour



▲ Whilst the graphics have been updated from the coin-op original, they're hardly sufficient for a 32-bit update.



A quick straw poll of the SSM team reveals that the mid-eighties arcade game - Rampage, is amongst our favourite coin-ops of all time. The mindless destruction of entire cities and the consumption of its residents, whilst a tad shallow, is also extremely addictive and a bloody good laugh. Which unsurprisingly is why GT Interactive is poised to resurrect the classic eat 'em up of yesteryear under the new title of Rampage World Tour.

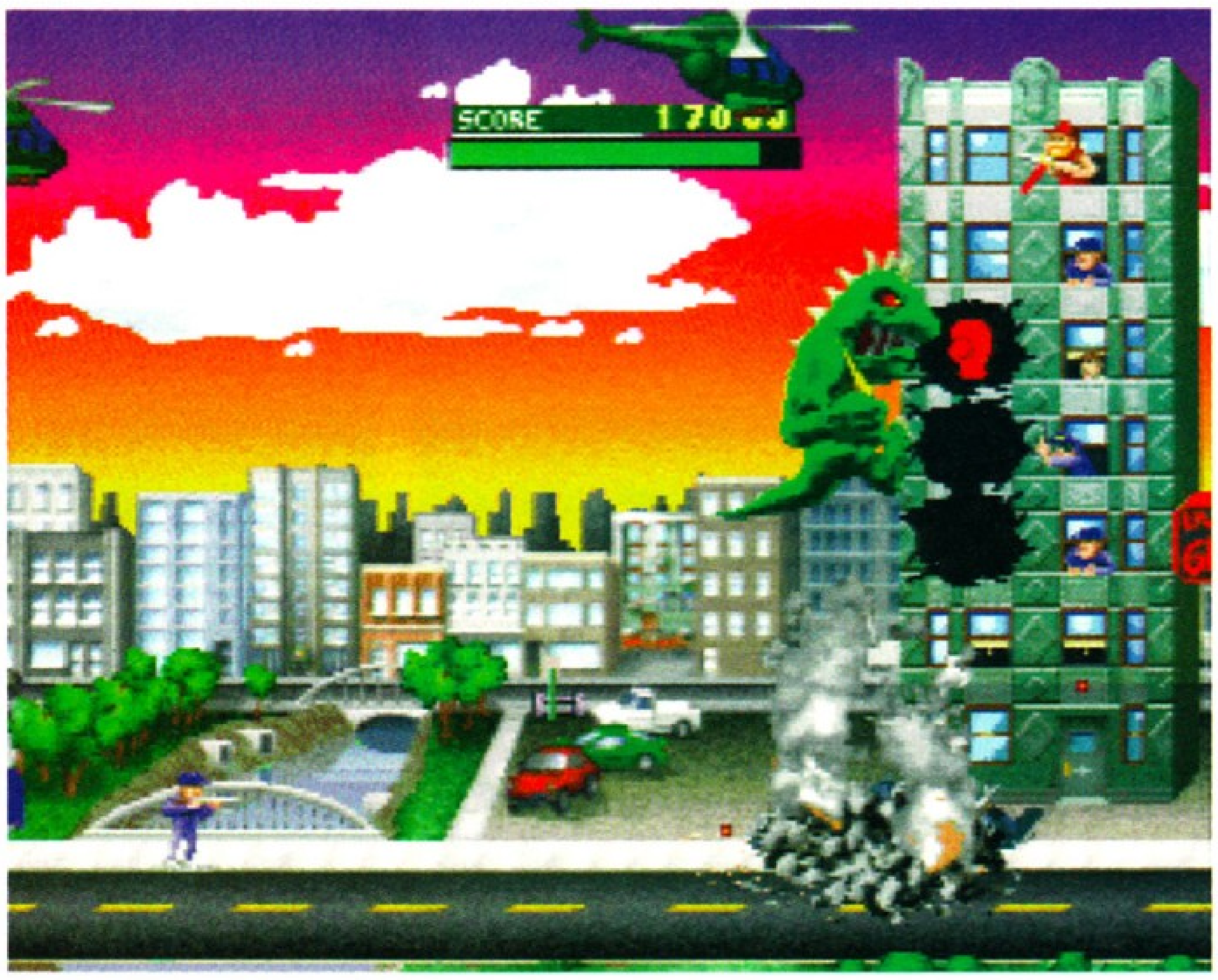
Every self-respecting games player should be aware of the basic premise upon which Rampage is based. Players take control of one of three monsters, having been the subject of a terrible scientific experiment gone horribly wrong. Mad-as-hell and hungry to boot, players embark upon a rampage through various locations across the globe destroying anything and everything in their path. For the most part this involves scaling huge skyscrapers and pummelling them into submission, retrieving the hidden power-ups and devouring the civilians therein. And that's about as complicated as it gets.





So what's new for the Saturn update? Well, aside from the elements already mentioned, Rampage World Tour boasts a great deal more graphical frippery than the original coin-op, with the basic sprites of the eighties coin-op being replaced by slightly fancier sprites for the update. The developers have also managed to cram in far more variety in the

[The destruction of entire cities and consumption of its residents is a bloody good laugh.]



▲ The developers have included a much greater variety of power-ups than in the coin-op.



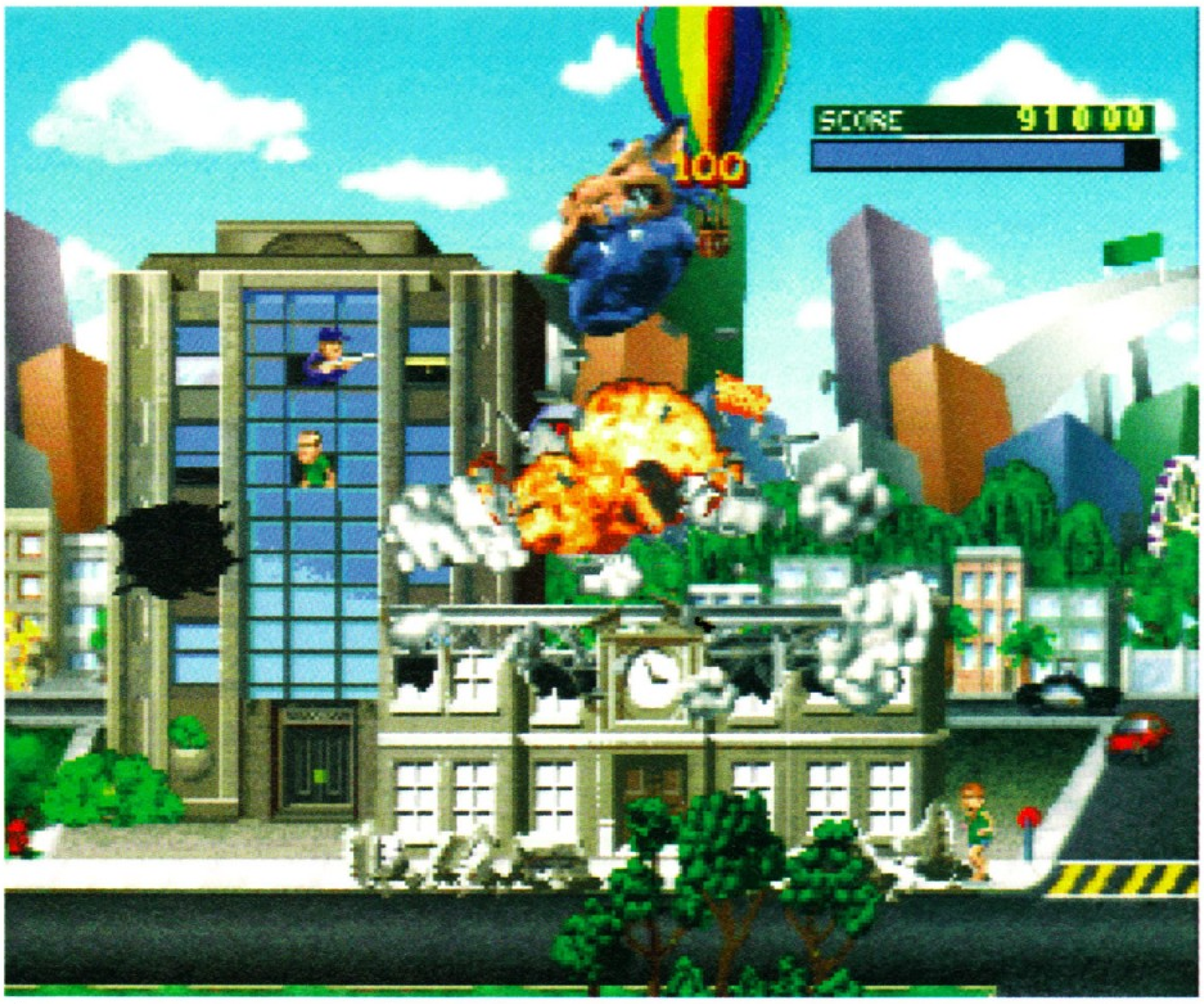


▲ Developer Midway have seen fit to include our Docklands offices in the game.





▲ Start by destroying Liverpool, then move on to destroy New York. How's that for variety?



▲ Fans of the mid-eighties Rampage coin-op will love the "update", but really, we expect more from games these days.

DOUBLE MONSTER WHAMMY!

As a one-player game, the Rampage coin-op grew quite tiresome. The lack of variety in the level design and repetitive nature of the gameplay meant that it was a great laugh for ten minutes or so, but the novelty soon wore off. Its one saving grace was the inclusion of an awesome multi-player option, which enabled three players to work cooperatively or compete against each other simultaneously. This opened up a whole new avenue of gameplay, and is this element of the game that seasoned players remember most fondly. Fortunately, the developers - Midway, have been keen to include this in the Saturn update, which makes for a neat addition to this classic slice of retro gaming.



themed locations (as opposed to the nondescript buildings featured in the original version) and a greater level of interactivity is evident with the background architecture. This means that virtually everything you see is destructible, from military helicopters and tanks to police cars and traffic signs. It's all very impressive stuff.

But whilst these additions to the original Rampage formula are most welcome, they're barely sufficient for a 32-bit upgrade. Herein lies the problem. With the vast advances made in technology since Rampage first hit the arcades, developers have an opportunity to offer players a fresh take on an old game. We would have liked to have seen huge polygon monsters stomping around massive 3D environments with enormous explosions abound. No such luck. Rather the developers have opted for a straight port of the decade-old coin-op, albeit with slightly improved graphics and a few new power-ups. Boo!

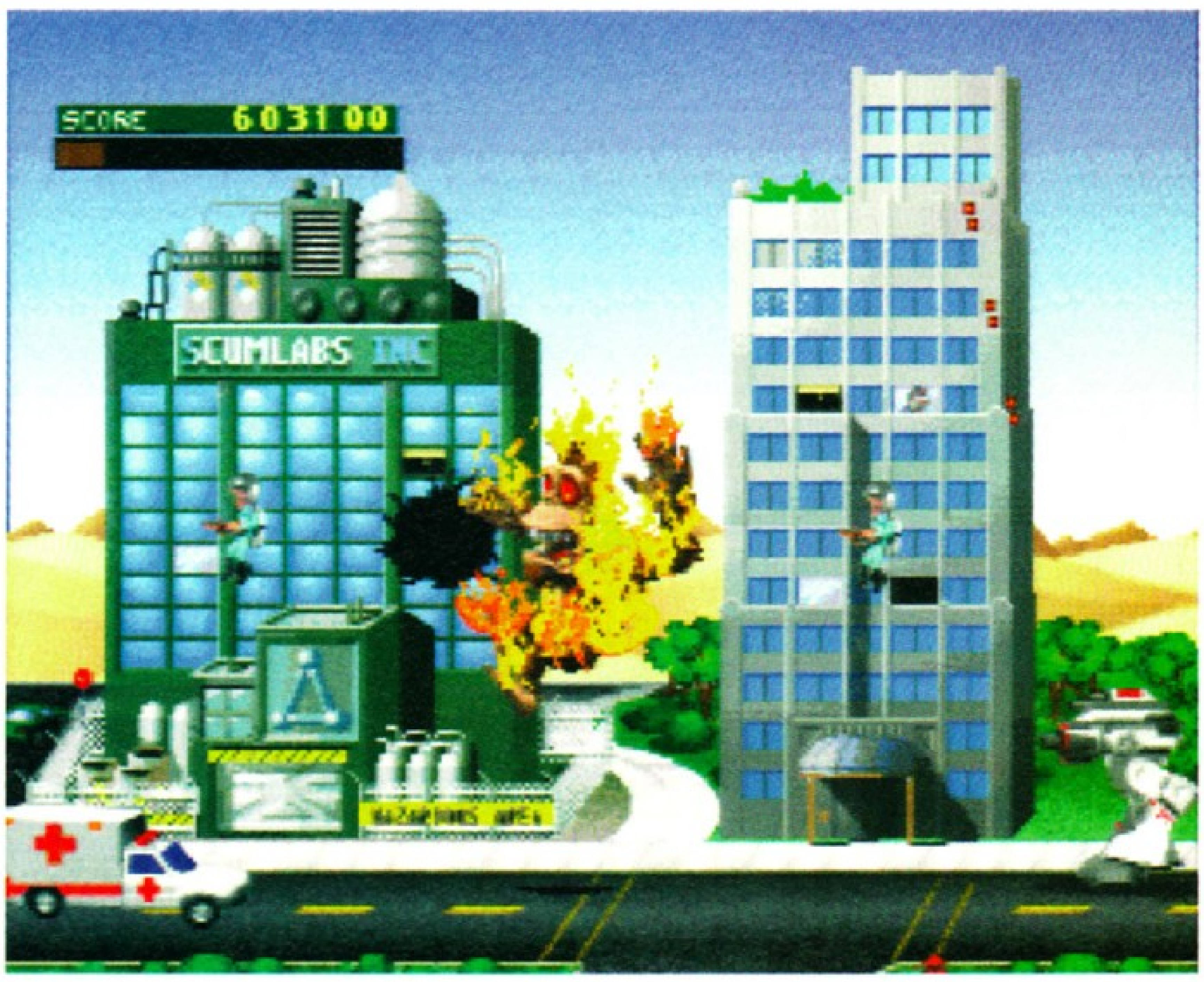
Our initial impressions are that Rampage World Tour could well be fun... for about ten minutes. Rampage was never intended for home console use and as such lacks the variety and depth of challenge the finicky UK gamer demands. Still, retro freaks will no doubt love it, as Rampage stands out as being a flawless conversion of the classic eighties coin-op. But how it will fare alongside the recent influx of retro games remains to be seen in the very next issue of SEGA SATURN MAGAZINE.



▲ Is it any good? All will be revealed next issue. Oh, yes.



▲ Lee Nutter says: The background interactivety has increased exponentially over the coin-op.



▲ Whilst the level design doesn't vary much, the military presence increases in each one.

PREVIEW

BY	SEGA	
RELEASE	IMPORT	PLAYERS
HARDWARE	PRICE £TBA	
	STYLE WRESTLING	

The title's huge, the men are huge, their stomachs are huge and their fighting-pants are quite frankly gigantic! But will All Japan Pro-Wrestling Featuring Virtua be equally massive?

All Japan Pro-Wrestling Featuring Virtua



▲ "Give me back my chewing gum you thieving git!"



▲ Wolf and Jeffry retain some of their VF punches.

Let's be honest here - all wrestling games in the history of the world have been rubbish. That's a fact, and I'll body-slam and figure-eight leg-lock anyone who says any different. They've always had a small niché in the market due to the rise, fall, rise, fall and rise in the popularity of wrestling on TV, but there's no escaping the fact that every wrestling game on every format has been completely useless. Am I trying to be controversial? Nope, just telling it like it is.

So when Sega of Japan decided to create a game using real superstar Japanese wrestlers, with a couple of its own famous Virtua Fighters thrown in for good measure, Sega really concentrated on translating the





look and feel of the real 'sport', with all of the crazy moves and characters that make wrestling so popular (apparently). And thanks to the decision to make the first polygon-based wrestling game, it looks like Sega has done a good job.

All Japan Pro-Wrestling features very single ultra-cheesy classic wrestling move you've ever seen on Saturday afternoon TV, from throwing opponents against the ropes and smacking them when they're down, to grabbing their legs and giving 'em a good twisting when they're on the floor. Sounds cool? Too right, and thanks to the incredibly well designed and animated graphics it all looks pretty smart as well.

The game runs in the Saturn's hi-res mode and all the fighters look very realistic, with every roll and sag of their flabby bodies represented in glorious 3D. And in true cheesy wrestling style, fights can take place out of the ring as well. The gameplay is impressive too - instead of the usual punching and kicking fighting action, most of the wrestling moves

[This really is the Big Daddy of wrestling games. Much more fun than the real thing!]

1



2



3



4



Here's another classic wrestling move, reproduced in glorious 3D. Exactly why the wrestlers always seem to bounce back off the ropes and run headlong into a smack or kick in the face is one of those mysteries of the wrestling world, but hey, it just wouldn't be the same without it!



Five people who would make crap wrestlers:
1. Jarvis Cocker
2. Professor Stephen Hawking
3. Helen Daniels from Neighbours
4. Julian Clary
5. Jeff Banks from The Clothes Show



▲ See that fat ugly bloke? That's your mum that is.

1


2


3




▲ This game looks incredible. We demand a UK release!

4


5


6


One of the all-time classic wrestling moves, and one that fans of Jeffry from VF should be familiar with. This move shows just how impressive and fluid the game's graphical engine is, and also how important it is to drain your opponent's energy before attempting to pin 'em down for the winning victory count from the referee. Rapid hammering of the grapple button will perform a cool last-gasp escape just as the ref is about to get to "three-ah", allowing your fighter to make a stunning comeback from the jaws of defeat. Once again, it's just like it is on the telly!





SSM's favourite old ITV wrestlers:

1. Kendo Nagasaki
2. Pat 'Bomber' Roach
3. 'Mad' Mick McManus
4. Giant Haystacks
5. 'Judo' Al Hayes

◀ Fighting outside the ring is great. Players can smash each other into the crowd barriers!

start off with a good grapple.

And it's this reliance on 'grappling' that makes the gameplay in All Japan Pro so unique. Pressing the B button makes your fighter grab his opponent, and from this position a whole range of traditional wrestling moves can be initiated. Probably the most amusing is all the arm-twisting that goes on - grab your opponent's arm and twist it behind his back, then watch as he reverses it by somersaulting away and giving your fighter's arm a good wrenching instead!

Another just-like-on-the-telly move happens when a fighter tries to jump on his opponent while he's on the floor - if he rolls out of the way (just in the nick of time of course) more damage will be done to the attacking fighter who thuds into the hard floor instead of the nice soft wrestler. And when a wrestler is lying knackered on the floor, why not pull him up by his hair and knee him in the face? Not very nice, but quite fun.

The game's unique energy bar system is also worth a mention. Remember when you always used to know when a match on TV was going to end because one of the fighters is being repeatedly hammered and thrown around the ring? Well, in All Japan Pro-Wrestling the same thing happens - if your energy bar has reached zero, it's not game over just yet. Instead the computer fighter has a great time thrashing the stunned opponent for a while, before eventually pinning him down for the three count when he gets bored. Then it's game over.

It seems sadly compulsory for SSM to point out the release problems associated with virtually every cool game we preview these days, and once again it looks pretty unlikely that All Japan Pro-Wrestling will be granted an official release in the UK. Why? Don't ask us, ask Sega Europe, because the cool mixture of hi-res visuals and super-cheesy wrestling action makes it look like a winner to us. The first ever decent wrestling game, and it may not get a release!



▲ Some top knee-twisting action is possible... and fun!



▲ Two boots in the face should give fatty here something to think about. And a headache.



▲ Miss with this move and your fighter will roll around the floor in agony. Like a big girl.

PREVIEW

BY	TAITO / MEDIAQUEST		
RELEASE	WE HOPE!		PLAYERS
HARDWARE	PRICE	IMPORT	
	STYLE	SHOOT 'EM UP	

Fact one: there are literally hundreds of Japanese shoot 'em ups. Fact two: most of them are complete rubbish. Fact three: Raystorm is awesome. Fact four: it's coming to the Saturn under the name Layer Section 2.

Layer Section 2



▲ The two-player mode has incredibly packed graphics.

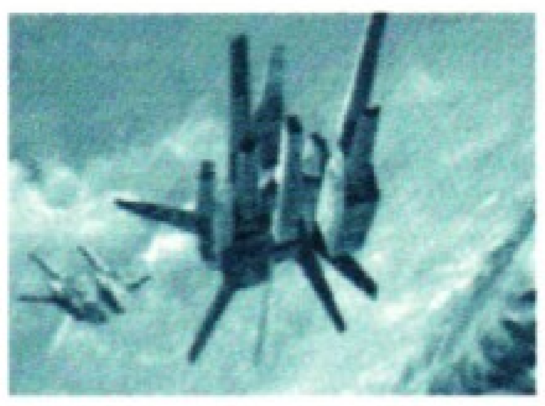


▲ More laser! Scientists have proven that the more laser a game contains, the better it is. It's a law of nature!

Shoot 'em ups are the ultimate test of reflexes. Forget tapping someone on the knee with a little hammer as a test of nervous activity, what doctors need to do is stick patients down in front of a telly and get them to play a decent shoot 'em up, as the frantic hand-to-eye co-ordination needed to survive a particularly fine 2D onslaught is immense.

Layer Section 2 is a really good example, as most of the time players are actually playing two games at the same time. Shall I explain? Well, enemies appear in the air above the scenery as you would expect, and thanks to the fantastic use of perspective and the depth in the graphics, players also come under attack from enemies based on the ground.

Take a look at the pictures spread around this





page. Notice the little sight that's in front of the ship? That's used to target the ground-based vehicles, and players need to use a second button to fire off shots to these targeted enemies. This secondary weapon can also be used to target aerial enemies as well, so some serious concentration is called for. Don't worry if that all sounds a bit complicated, as there's an option to switch this second trigger to automatic mode, so all players need to do is highlight the enemy with the sight. And press the fire button, that's still an important part.

Even with the auto-fire option, you may still find it tough to work out precisely what's going on just by looking at the pictures, because the amount of laser, plasma, rockets and bodily fluids flying around the screen is incredible, and somewhat bewildering to be honest. This in-your-face approach to the visuals certainly works though, as the number of times players look at the screen and say "Whoa!" is probably the highest in any shoot 'em up yet. The two types of targeted weapon produce the prettiest effects - one fires some gorgeous lightning which homes in on the selected targets, while the two other ships (there are three to chose from) are fitted with a massive gun which fires

> [One of the **best shoot 'em ups** to be released this year. **Layer Section 2 is awesome!**]

ONE BAD THING, FOUR GOOD THINGS

This is just about a perfectly balanced shooter. Some are too hard, most of them are too easy, but Layer Section 2 manages to sit comfortably in the middle, with a fairly tough challenge that doesn't seem completely impossible. The graphics really are great as well, with some incredibly solid and detailed aliens, and unlike ThunderForce V, everything in this game is 3D. The screen is always jam-packed with lasers, aliens and explosions, and the bosses don't just sit there waiting to be killed either - gun mountings have to be destroyed, engines blown off and then the defenceless enemy can be neutralised. And the excellent 3D effects really distinguishe Layer Section 2 from the rather overcrowded Japanese scrolling shoot 'em up scene. The bad thing? The music is terrible - imagine Kula Shaker doing an acoustic cover version of the 'Cagney and Lacey' theme tune. But who cares about the music?







▲ The purple homing laser is the most powerful weapon.



▲ Earth has been liberated. Later levels move into space.



▲ The backgrounds all feature great 3D as well.



▲ Player one's lock-on lightning will save the day.

huge beams of green laser around the screen. Big green lasers are cool. There's even a rather devastating super weapon as well, which fills the entire screen with explosions and blue lasers. Which are also cool.

The bosses are cool as well. Easily as good as the ones we saw in ThunderForce V, but thanks to the fact that Layer Section 2 uses full 3D backgrounds as well, the effect is even more impressive than the already-quite-impressive ThunderForce game. The very first boss is a good example - it's a massive land-based vehicle that spins around and drives off to avoid being hit, and thanks to the 3D landscape and swooping camera angles it's one of the most impressive parts of the game.

The weapon system is probably the only disappointing feature - you don't lose any of your hardware when you die. The collectable icons only change the number of simultaneous lock-ons the homing weapon can make, and don't have any effect on the forward firing guns, so when a player takes a hit and dies, they return to the game with virtually the exact same weaponry they had when they exploded. This may make the game a much fairer task, but it's not really in keeping with the 'one man fighting against overwhelming odds' theme that all shoot 'em ups need to have, and being dumped in the traditional totally unfair (but cool) position of having no weapons and just trying to survive rarely occurs. Actually, considering the fact that when your ship is destroyed the super weapon powers itself up to maximum again, it's sometimes helpful to die!



▲ The first boss looks incredible. Easy to kill though...

MY GOD, IT'S COMING OUT OF THE SCREEN!

Don't worry, it's not really coming out of the screen, but thanks to a rather impressive technique this game has some of the finest visuals we've ever seen in a shoot 'em up. Take a look at this little sequence, and pay particular attention to the buildings on the left and the cool 3D perspective effect that makes them look so realistic as they scroll into view. Also worthy of note is the huge amount of lasers and special weapons on screen, the great explosions and of course, my incredible gamesplaying skills which have now been recorded for posterity.

1



2



3





▲ Is it just me, or are all shoot 'em ups fantastic?

Still, thanks to the excellent graphics and full-on action, Layer Section 2 is definitely one of the better shoot 'em ups to emerge from Japan recently, easily up there with the likes of ThunderForce V and Metal Slug. However, just like those other two cool Japanese 2D blasters, it's looking pretty unlikely that Layer Section 2 will be given a release over here. Which is a huge shame, because we all love a good shoot 'em up, don't we?

The five shoot 'em ups with the coolest sounding names:

1. **Space MegaForce**
2. **Hellfire**
3. **ThunderForce 4**
4. **Gunstar Heroes**
5. **Ranger X**



▲ The homing weapon knocks out the ship's huge laser.





PREVIEW

BY	ZOOM
RELEASE	POSSIBLY
PLAYERS	2
HARDWARE	Saturn
PRICE	IMPORT
STYLE	FIGHTING

Big robots. We like big robots, and the fact that they're fighting each other in a supreme robotic battle to the death is enough to, quite literally, get us erect with anticipation...



▲ The battle arenas are all very solid and colourful.



▲ Players can even select which arena each fight takes place in, if you activate the correct option.



▲ The light sourcing gives the graphics a quality look.

Zero Divide The Final Conflict

Those of you who are still upset at the lack of a Saturn version of VF3 can take a bit of comfort from playing Zero Divide The Final Conflict - the game completely copies the VF3 control system to perfection - punch, kick, guard and evade are the four buttons players need to master, and it's pretty obvious that the programmers are big fans of Sega's VF games, as the gameplay is also firmly rooted in the VF formula.

Most of the robots share some similar basic PPK moves, with the special moves being accessed in the classic VF2 way - towards, towards, punch usually gets a result, and variations on PPPK and some A+B throw moves will make VF fans quickly feel at home.

The characters don't have projectile weapons either, which is a bit strange considering that they're robots designed for conflict. You'd think that bolting a massive plasma cannon onto their bodies would be number one on the list of 'Things To Put On A Big Robot Fighting Machine' but they didn't. Which is a good thing to be honest, as the fighting action benefits greatly by being a hand-to-hand experience.

And there's another similarity with Saturn VF2 - this game is rock hard! Even after setting the options to 'easy' and giving my fighter the biggest energy bar possible, I was still comprehensibly defeated in the first couple of rounds. Harsh observers may say that this is simply because I am "Crap at games", but I prefer to think it's because Zero Divide The Final Conflict is one of the toughest fighting games we've yet seen. But it's not unfairly difficult - there aren't any unstoppable 'cheap' moves being performed by the computer, and with plenty of practise and dedication it can be overcome. Eventually.



The graphics are quite amazing. Hi-res robots fight in front of detailed moving backgrounds, while chunks of armour and smashed up bits of robot go flying off after particularly fierce attacks. Everything looks really solid as well - pause the game and the camera spins around the fighters, giving some spectacular views of the battle, and showing just how solid the graphics really are. All of the robots are light-sourced as well, which when combined with the incredibly smooth motion makes for one of the best

[Zero Divide's hi-res graphics and incredibly tough gameplay make it a very cool game]

I'M ONLY HAPPY WHEN IT TRAINS

The game has a great training mode - players fight against a dummy opponent, but the actions of this opponent can be changed to suit your training needs. If you fancy practising moves against a crouching opponent that can be arranged thanks to the training options. Players can force the computer opponent to perform virtually any move they like - constantly blocking, kicking, jumping or even throwing can be selected, and players can even pick high, medium or low versions of each move for the computer dummy to perform.







EVER SEEN A ROBOT NAKED?

One of the best features in the game is the way the robot's armour gets smashed off during the course of a fight, meaning that by the end of a particularly hard-hitting battle they're reduced to fighting in their naked robot glory. This sequence shows a couple of the metal mickeys smashing each other about for a while, losing chunks of armour as they fight, before the winner is rendered virtually unrecognisable without his nice shiny red armour. And for some reason their one-piece robot undies pulsate in lots of pretty colours as well. I wish my pants were that nice.









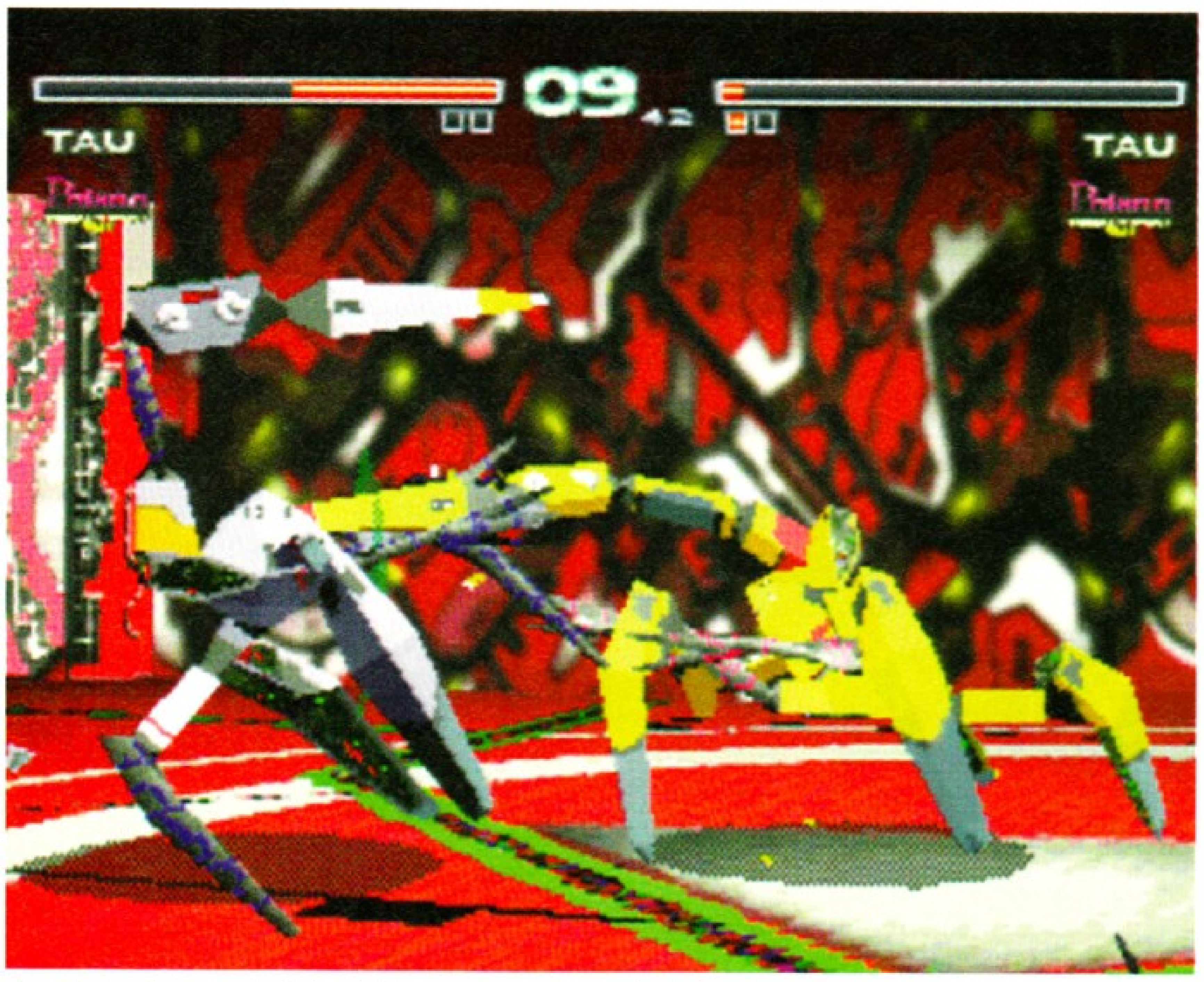
looking games we've seen for quite a while.

And to show off their programming skills to the greatest effect, the coders have put together an incredible replay option - the game automatically records the fights as they take place, and these can be saved to memory and viewed at leisure. Also, this replay feature allows players to pause the action, view it in slow motion and even and spin the game camera 360 degrees around the arena, so that metal-crunching special move can be examined in glorious close-up 3D action. Very nice indeed.

Once again it looks pretty unlikely that Sega Europe (or any other company) will grant this game a UK release, which is a shame, as this super-smooth robot fighting game is one of the best 3D fighters we've seen for a while... but still not as good as Dead or Alive - we like robots, but girls with nice bouncy chests will always be more fun to play with.



▲ This picture comes courtesy of the cool action replay feature. Entire fights can be saved in the Saturn memory.



▲ Tau is the best looking fighter - a massive crab-like robot with some awesome moves.



▲ Robotic dinosaurs? Looks a bit like an episode of the Power Rangers, don't you think?

BY	SEGA	
RELEASE	DECEMBER	PLAYERS
HARDWARE	PRICE £TBA	X6
	STYLE ICE HOCKEY	

First the bad news - Virgin have decided not to release NHL PowerPlay '98 on the Saturn... damn them. The good news though, is that Sega are about to publish it themselves under the name of NHL All-Star Hockey '98.

NHL All-Star Hockey '98



▲ The two teams face off at the start of the match.





▲ The player animation is very convincing indeed.





I went to a fight last night and and an ice hockey match broke out. Such is the unequivocal brutality of ice hockey, which is certainly the main allure of the sport. But whilst few people outside of the US take more than a passing interest in ice hockey, the videogame sims appear to do extremely well in Europe. Hence Sega's forthcoming sports release.

So what's the deal? Well, as with most sports updates these days, Sega's ice hockey game is an officially endorsed title, meaning that all of the actual teams from the real National Hockey League are included, replete with their respective players and multitude of statistics. Each of the real life players have been replicated using the latest motion capture techniques to make sure the action is as realistic as possible. This means that each of the protagonists slides, glides, turns and shoots in a very convincing fashion. In addition, developer Radical Entertainment have employed sophisticated player artificial intelligence that adjusts to the game's infinitely variable situations, be it a defensive cock-up or a sudden offensive break.

Of course, this is all pretty standard stuff, and we'd expect nothing less from a sports sim. What makes it interesting are the reams of options and gameplay variations, of which NHL All-Stars Hockey '98 has plenty. Newcomers are best advised to begin at the coaching option, which allows them to alter

[Being an officially endorsed title, all of the teams and players from the NHL are included.]





TACTICAL WARFARE

One of the coolest things about NHL All-Star Hockey '98 is its staggering variety of tactical options, presented in such a way that even newcomers to the sport can understand what's going on. Each strategic type of play is explained in simple terms of pros and cons, allowing players to make informed decisions about how to play their side. The advantage of a slow breakout attacking play for example, is that it gives your side the opportunity to develop play, but conversely allows the opposing team chance to strengthen their defence. Whilst the intimidation defensive play makes for a more violent style of defence, but risks incurring more penalties. It's a trade-off, so you decide.



▲ Strategies can be changed at any point in the game, allowing players to react to the opposition's tactics.



▲ The cool replay mode allows players to view the last few seconds of play from virtually anywhere in the stadium.



▲ The top-down perspective isn't very useful at all.



▲ The real challenge is playing a full season of '82 fixtures.





▲ The game runs at a faster lick than most other hockey sims, making it a severe strain on your eyes.



their team line-up and implement various strategies of play. Besides that, ice hockey fans can look forward to a one-off exhibition match, play a full season comprising 26 real life NHL teams and up to 82 matches, battle through the playoffs or embark upon a world tour against 16 international sides.

It goes without saying that a variety of camera angles are available from which to watch the ensuing action, from the roving TV camera to the the Megadrive-style side-scrolling viewpoint. And naturally there's a cool replay feature which allows you to manipulate the camera through 360 degrees to rerun those precious moments of glory. Best of all is the custom player option, which allows you to create an entire team out of bionic men, with unrivalled speed, power and accuracy. But to top it all off, NHL All-Star Hockey '98 accommodates up to six players simultaneously via a multi-player adaptor, something sure to bring in your sycophantic mates after a night on the town.

And that's that. I'm not going to bother explaining all the intricate rules of ice hockey, because frankly, I haven't got a clue. What I do know is that Sega's NHL All-Star Hockey '98 plays extremely well, with some top 3D visuals to match. Of course, it won't be everyone's cup of tea, as not all Saturn owners are thrilled by the prospect of ice hockey. But as long as Sega get their *skates on* and there's no *slip-ups*, NHL All-Star Hockey '98 should receive a *cool reception* in our exclusive review next month!





▲ Best ice hockey sim on the Saturn? It's too early to say, but things are looking most promising indeed.

YOU'RE GONNA GET YOUR PUCKING HEAD KICKED IN!

Though the NHL have succeeded in the past in precluding fight sequences from officially endorsed ice hockey videogames, fans of the sport will be pleased to hear that all of the violence has made it into Sega's sim. Repeatedly fouling the opposing side leads to frayed tempers all round, invariable giving way to a one-on-one punch-up. Here, the two protagonists are separated from the main thrust of the action and trade blows until one of the players drops. Cool, eh?











▲ All of the players are superbly detailed replicas of their real-life counterparts, as seen here.



▲ Quite why Virgin didn't want to publish the Saturn version is beyond us. It's cool.



▲ EA certainly have their work cut out if their hockey sim is going to better this.

PREVIEW

BY	SEGA	
RELEASE	DECEMBER	PLAYERS: X10
HARDWARE	PRICE: £39.99	
	STYLE: BASKETBALL	

There's only one sport less exciting than Cricket and Baseball, and that's the one Sega are trying to sell us this Christmas - Basketball. But hold on a second, this game actually looks pretty good...

NBA Action '98



▲ Looks good, eh? Moves nice and smoothly as well.





PYTHAGORAS THEORY

It would take a mathematical brain running at the level of Einstein or even Carol Vorderman to calculate all of the camera angles available in NBA Action '98, so here's a visual representation of a few of the eleven different camera views that are possible. (1) The default view (2) High side camera (3) Low side camera (4) Low isometric angle (5) Floating action camera (6) View from the rafters. The last one is pretty terrible to be honest, but some of the lower views are dead useful and give players a great view of the action. All of the angles are quite playable, so it's really just a matter of personal choice.

Basketball is just like netball, only not as good. At least netball is an exciting spectator sport, due entirely to the fact that it's played by athletic schoolgirls in skimpy sports gear who jump up and down a great deal. Still, if NBA Action '98 is a good game, then we'll all buy it anyway, regardless of the fact that it contains large men instead of nice girls. Because we like quality games. After all, just look at the awesome success of Electronic Arts' Madden games - who would have predicted that? Can Sega do for Basketball exactly what EA did for American football all those years ago? More importantly, is it possible for anyone to make a Basketball game that's actually fun to play?

The first thing that's obvious is that this game has a more 'arcade' feel to it. It's still a serious attempt at a basketball game, but thanks to the efforts of the Sega Sports team, NBA Action '98 is a lot easier to get to grips with than other titles in its class. Rather than go for an intensely realistic experience, the developers have tried to take all of the cool elements of basketball and





▲ You know what they say about men with big feet...

mix them into an accessible and entertaining game.

The easy-to-use controls help players get into the game straight away. The C button is used to shoot, while the B button is usually used to pass the ball to another player. However, a swift press of the Left Shift button will cause more passing options to appear, and other players can be picked out by pressing the button indicated by the letter appearing over their head. Some of the more flashy moves are activated with the A button, and many of these are specific to individual players - some will spin, some will jump and some complete showoffs will flip the ball behind their backs to confuse the opposition, before slamming it into the basket. Oh, and there's another button to use as well - pressing X will give the player under your control a boost in speed, so it doesn't take too much imagination to work out that some pretty impressive combinations of speed, special moves and shooting should be possible. And thanks to the excellent fully 3D graphics, it all looks damn funky as well.

The graphics probably get their hardest workout at the start of each match. There's a cool introduction sequence where each member of the team comes run-













▲ (Bottom) The low isometric view is probably the best to use, as the way the camera zooms across the court really shows off the cool game engine. It's easy to use as well.

▲ (Top) The game is easy to play using the high side camera, but for spectacular views of the play, the action-following camera (5) provides easily the most spectacular view.

▲ (Top) Things can get a bit messy when using the side angles, especially when there's a big scrum of players. The rafters view (6) is ideal for more tactically-minded players.

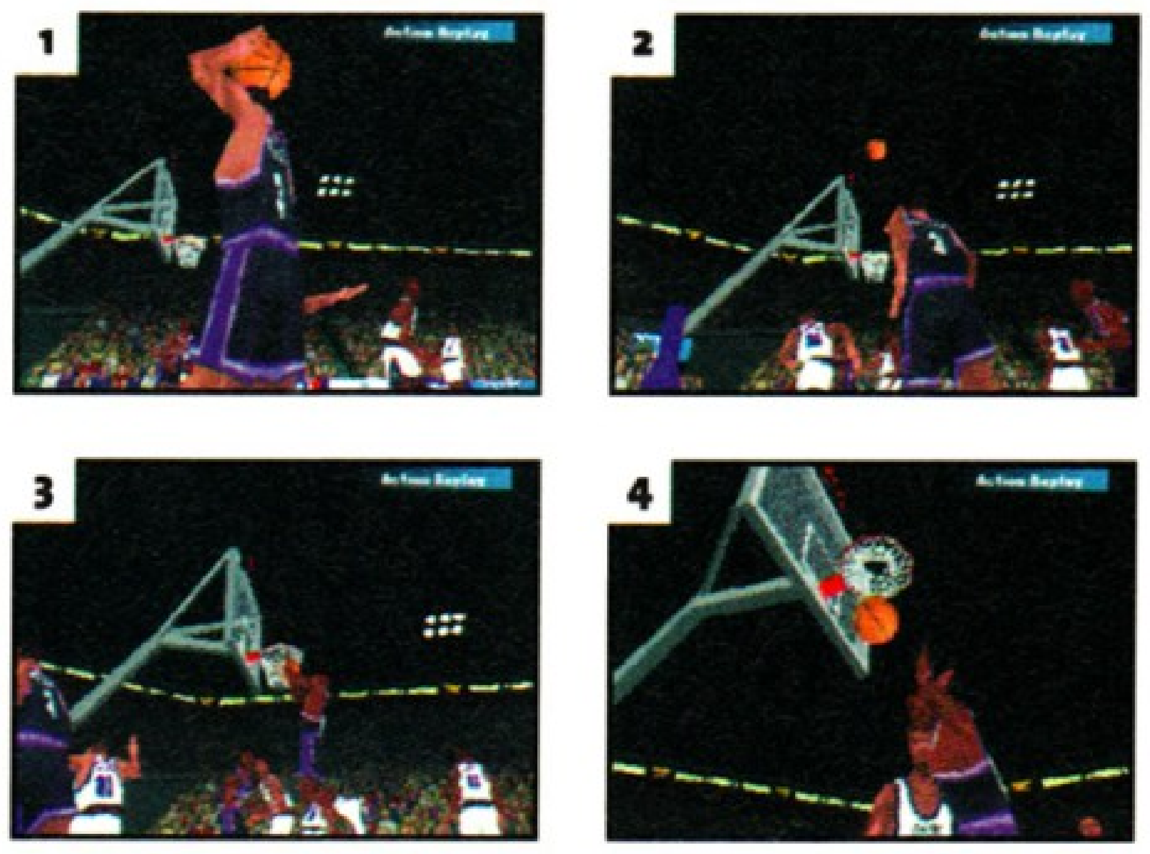




▲ Basketball games have had a pretty terrible history, but NBA Action '98 really looks as if it will be a great simulation.

TICKLING THE RIM

The graphics in NBA Action '98 are the best we've seen in any Saturn basketball game. And of course, there's a great action replay sequence that automatically pops up after some of the more spectacular baskets have been scored. This sequence shows a clever bit of teamwork from two of the players, as the wayward initial shot rebounds and is then tucked away by a clever player who followed up the original attempt. Let's hope that Sega can use this cool game engine to create a realistic schoolgirl netball sim!



▲ This sequence still doesn't show just how smooth and lovely the graphics in NBA Acton '98 look. Will this be the first ever essential basketball game?

ning out onto the pitch as his name is announced to the crowd, and these sections with their swooping close-up camera angles really show how much work has been put into the graphics engine. The game also features injuries as well - when a player gets hurt he hops up and down on one leg or rolls around on the floor in agony. Great fun! And as you'd expect from a modern sports title, there are some great close-up action replays of particularly cool dunks.

Now having detailed graphics is great, but it's the frame rate which is the most important detail in any sports game. Because of the swift end-to-end nature of the gameplay, it's important that the action is updated smoothly, otherwise it gets a bit painful on the old eyes. Thankfully, NBA Action looks like succeeding where other basketball games have failed, because this virtually complete version runs at a very solid and respectable frame rate, with no noticeable slowdown at all.

> **[It's hard to believe this, but NBA Action '98 could well be a 'must have' basketball game!]**

The option screen is actually quite useful for once. Players can select between a simulation or a more simplistic arcade mode, alter the speed setting of the gameplay or even select a handy training mode. This training mode really is a great feature - two players stand around on an empty court, and just practise their shooting and special moves without the hassle of having other players to contend with. The Saturn rates players on how well they shoot, so it's a pretty useful feature to use if you're serious about playing the game.

So, despite some massive doubts, and the fact that we all really hate basketball, NBA Action '98 looks like being a really enjoyable basketball game. I can't believe my own fingers have just typed that last sentence, but it's true. I've actually had fun playing a basketball game! Will wonders never cease? Hopefully we'll have a finished copy of the game in time for the next issue.



▲ I forgot to mention the sound. Great commentary, and tons of noise from the crowd.

Top five basketball players everyone's heard of:

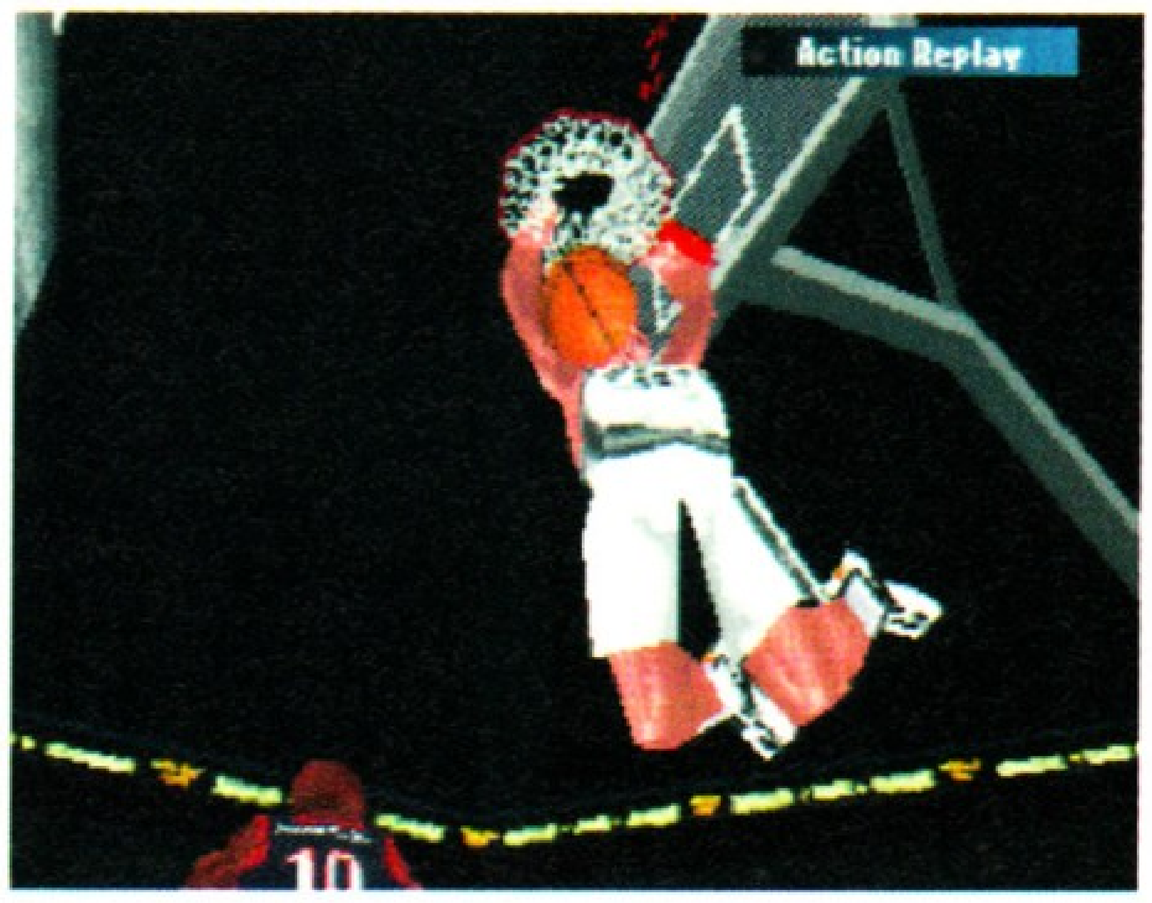
1. Michael Jordan
2. Magic Johnson
3. Charlie Barclay
4. Dennis Rodman
5. Dave Robinson



▲ Some cool FMV clips pop-up for the half time show.







▲ The action replays make the graphics look amazing.



▲ Loads of options, and the presentation is cool as well.



ISSUE #1 NOV 95
Epoch-making First Issue of SSM with awesome video! Reviews: Clockwork Knight 2, Sim City 2000, Theme Park, Street Fighter the Movie, NBA Jam TE, Robotica, NHL Hockey, Rayman, World Series Baseball. Showcases: Virtua Fighter 2, Sega Rally, Virtua Cop!



ISSUE #2 DEC 95
Reviewed: Virtua Fighter 2, Virtua Cop, Firestorm: Thunderhawk 2, Hi-Octane, Victory Boxing, Golden Axe: The Duel, Mansion of Hidden Souls, Hebereke's Popoito, CyberSpeedway. Showcased: Virtua Fighter 2, Firestorm, X-Men: Children of the Atom.



ISSUE #3 JAN 96
Reviewed: Sega Rally, F1 Live Information, Galactic Attack, Mystaria, Worms, Virtua Racing, Off-World Interceptor. Showcases: Guardian Heroes, Mystaria, FIFA '96... plus all the secrets of Virtua Cop! Plus ultimate Sega Rally coverage... the BEST racing game!



ISSUE #4 FEB 96
Reviewed: Wing Arms, FIFA '96, Virtual Golf, Johnny Bazookatone, Toshinden, Cyberia, Casper, D, True Pinball, World Cup Golf. Showcases: Vampire Hunter/Street Fighter Alpha, D and all the secret cheats of Sega Rally! Plus Panzer Zwei AND part one of the VF2 Masterclass!



ISSUE #5 MAR 96
Reviewed: X-Men: Children of the Atom, Darius, Baku Baku Animal, NFL Quarterback Club, Hang On '96, Titan Wars. Showcases: Euro '96, Legend of Thor, Street Fighter Alpha, X-Men, Guardian Heroes, Panzer Zwei! Plus: VF2 masterclass and Sega Rally guide!



ISSUE #6 APR 96
Reviewed: WipEout, Magic Carpet, Street Fighter Alpha, Shellshock, Valora Valley Golf, Shining Wisdom, Gex. Showcases: Magic Carpet, Gun Griffon, MK3, Panzer Zwei, DarkStalkers/Vampire Hunter. Plus: VF2 Masterclass part three AND a cool WipEout guide.



ISSUE #8 JUN 96
Heart of Darkness featured... and it's still not out! Reviewed:Guardian Heroes, Ultimate Mortal Kombat 3, In the Hunt, Discworld, 3D Lemmings. Showcases: Panzer Zwei final, NiGHTS, Guardian Heroes final update. Full detailage on top games still worth buying today!



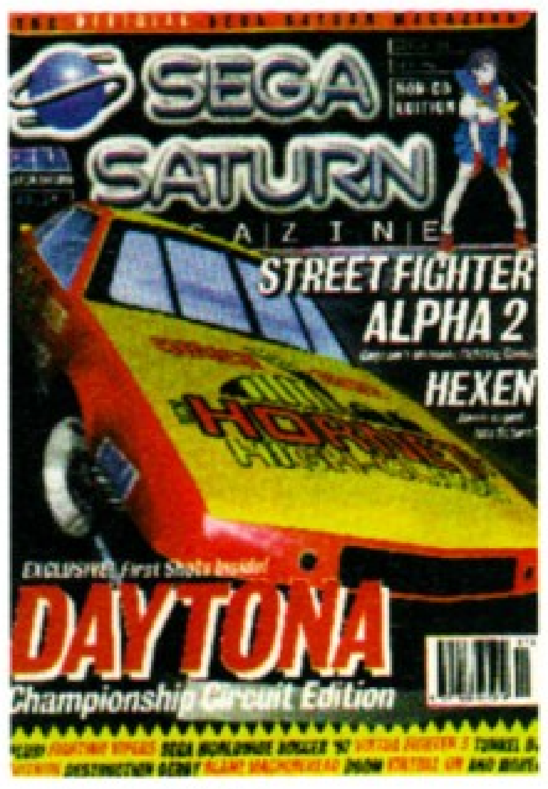
ISSUE #9 JUL 96
Full E3 report with first Cop 2 coverage! Reviewed: Loaded, Need for Speed, Shockwave Assault, Big Hurt Baseball, Blackfire, WWF, Striker, Virtual Open Tennis, Ghen War. Showcases: Sonic X-Treme (now canned!), VF Kids, Exhumed, Space Hulk and of course NiGHTS!



ISSUE #10 AUG 96
NiGHTS: Sonic Team's amazing game finally arrives! Reviewed: NiGHTS, Road Rash, Primal Rage, Slam and Jam, Starfighter 3000, Olympic Football, Sea Bass Fishing, Pro Pinball. Showcases: Athlete Kings, VF Kids, Alien Trilogy. Also: Guardian Heroes Tips!



ISSUE #11 SEP 96
Amazing Candy Fighting Vipers Cover! Reviewed: VF Kids, Alien Trilogy, Athlete Kings, Exhumed, NBA Action, Space Hulk, Keio Flying Squadron, Bust-A-Move, Story of Thor, PowerPlay Hockey. Showcases: Sega Ages, Cop 2, Soviet Strike. Plus: Shining Wisdom tips



ISSUE #12 OCT 96
Daytona CCE revealed! Reviewed: WorldWide Soccer '97, Fighting Vipers, Actua Golf, Destruction Derby, Blam! Machinehead, Bubble Bobble Pack, Highway 2000. Also included: Awesome NiGHTS guide that will blow you away. And! The dread arrival of The Master!



ISSUE #13 NOV 96
Amazing Street Fighter Alpha 2 coverage! Reviewed: Street Fighter Alpha 2, World Series Baseball 2, Tomb Raider, Earthworm Jim 2, Impact Racing. Showcases: Vipers part 2 plus programmer interview, Tomb Raider. Plus: tips to get you all the way through Exhumed!



ISSUE #15 JAN 97
COVER CD WITH VIRTUAL ON, DAYTONA CCE, WORLDWIDE SOCCER, TOMB RAIDER! Reviewed: Virtual On, Blast Chamber, NHL Hockey '97, Command and Conquer, Sega Ages, Mighty Hits, Tetris Plus, Breakpoint, Krazy Ivan, Tunnel B1, Madden '97, Jewels of the Oracle.



ISSUE #16 FEB 97
Amazing Fighters MegaMix Coverage! 16 pages of small tips - it's all in here! Reviewed: Sonic 3D Blast, NFL Quarterback Club '97, NBA Jam Extreme, Toshinden URA, Tempest 2000, Batman Forever, Bug Too!, Dark Savior. Showcases: Bug Too! Tomb Raider guide part one!



ISSUE #17 MAR 97
Manx TT Exclusively Revealed! Reviewed: Die Hard Arcade, Crusader, Hexen, Die Hard Trilogy, Grid Run, Andretti Racing, Tilt, Soviet Strike. Showcases: Hexen, Soviet Strike, Fighters MegaMix, Die Hard Arcade. Tips: Tomb Raider part two. Exhumed Team Dolls!



ISSUE #18 APR 97
Duke Nukem 3D - First report and interview! Reviewed: Manx TT SuperBike, Area 51, Incredible Hulk, Norse by Norsewest, Iron Man/XO Manowar, Mass Destruction, Spot Goes To Hollywood! Tips: Die Hard Trilogy part one, Dark Savior, Tomb Raider conclusion!



ISSUE #19 MAY 97
HUGELY IMPRESSIVE CD! Plus: Quake interview! Reviewed: Bomberman, Crypt Killer, FIFA 97, NBA Live 97, Dragonheart, Swagman, Puzzle Fighter, Space Jam, Return Fire, Black Dawn, Torico. Tips: Fighters MegaMix part one, Die Hard Trilogy part two and Soviet Strike!



ISSUE #20 JUN 97
Last Bronx Revealed! More Quake! Reviewed: Fighters MegaMix, King of Fighters 95, Pandemonium, Mr Bones, Mechwarrior 2, Scorcher, Shining the Holy Ark. Showcases: Pandemonium, Mechwarrior 2, Shining Holy Ark! Tips: MegaMix, Die Hard part three, Hexen part one.



ISSUE #22 AUG 97
Sonic R revealed! Special E3 Report! Reviewed: Sonic Jam, Dark Light Conflict, Dragon Force, WipEout 2097. Previews: Quake, Marvel Super Heroes! Showcased: Dragon Force, Last Bronx, WipEout 2097, Enormous Resident Evil guide! Tips: Hexen Final Part, Shining the Holy Ark Part 2.



ISSUE #23 SEPT 97
Marvel Super Heroes exclusive! Reviewed: Resident Evil, Warcraft II, Williams' Greatest Hits, Discworld 2. Previews: Touring Car, Grandia, Croc, Salamander Deluxe Pack! Showcased: Marvel Super Heroes, Resident Evil, ThunderForce V, Last Bronx. House of the Dead Interview. Final Shining the Holy Ark guide!



ISSUE #24 OCT 97
Panzer Dragoon Saga exposed! Reviews: Duke Nukem 3D, Last Bronx, Marvel Super Heroes and Frankenstein. Previews: SWWS '98, Quake and Formula Karts. Showcased: Croc, Duke Nukem 3D and Marvel Super Heroes. Coming Soon: Sonic R, Silhouette Mirage. Plus Last Bronx, Resident Evil and Wipeout guides!



ISSUE #25 NOV 97
Sonic R Mega Report! Reviews: Worldwide Soccer '98, John Madden '98, Street Fighter Collection and Bust-A-Move 3. Showcases: Quake, Touring Car plus mega Lobotomy Interview and DeathTank revealed for the first time! Tips: Resident Evil part two, Last Bronx part two and Marvel Super *Villains*!

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SEGA SATURN



ISSUE #7 MAY 96
FREE! REVIEW AND TIPS BOOK! And! NiGHTS revealed! Reviews: Euro '96, Panzer Zwei, Defcon 5, The Horde, Nightwarriors/Vampire Hunter, Revolution X, Alone in the Dark 2. VF2 masterclass: the penultimate edition. WipEout guide part two, plus all the X-Men moves too!



ISSUE #14 DEC 96
World's First Virtua Cop 2 Review! Also reviewed: Daytona CCE, Amok, Street Racer, Hardcore 4x4, Chaos Control, Three Dirty Dwarves, Blazing Dragons, Crimewave, PGA Golf '97. Showcases: Cop 2, Christmas NiGHTS, Daytona CCE. Lobotomy Software interviewed!



ISSUE #21 JUL 97
WipEout 2097! Resident Evil/ Marvel Super Heroes exclusive! Reviewed: Jonah Lomu Rugby, Battlestations, ID4, Actua Soccer Club Edition, The Crow. Double AM3 interviews: arcade Top Skater, Last Bronx! Tips: Shining Holy Ark part one, MegaMix part three, Hexen part two!



ISSUE #26 DEC 97
MEGA CHRISTMAS NiGHTS CD WITH THIS ISSUE! Plus: Dead or Alive! Reviewed: Sonic R, Formula Karts, Sega Touring Car, Enemy Zero, Croc, Trash It, Mortal Kombat Trilogy, The Lost World, Quake! Huge guides on Duke Nukem 3D (part 1) and Marvel Super Heroes (part 1). An issue you MUST NOT MISS!

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Virtua Writer™

An excellent Christmas is assured for Sega and their customers alike, considering the formidable line-up of quality first and third party software currently available. But what about next year? With third party support grinding to a premature halt, what can Saturn owners expect to happen over the next 12 months? Send your hopes and fears for the forthcoming year to: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. The sender of the most entertaining read wins an exclusive VF3 book!

WORDS OF WARNING

DEAR SSM

For many years now I have been an avid Sega supporter. But just recently I broke my long term vow not to have anything to do with the Sony PlayStation and purchased the nasty little machine. Shock! Horror!

After getting over the initial shock of what I had done, I was very much surprised to see the power of the Sony machine, with an excellent catalogue of games such as F1, V-Rally, Fade to Black, Broken Sword and in my opinion the best combat game on any console to date - Soul Blade. These games and



V-Rally, bah! The ONLY rally game worth bothering with on any console is the awesome Sega Rally. You know I'm right.

lots more like them add huge selling power to the Sony machine. Sega will have to realise that the larger the range of quality software and faster release dates, the bigger the profit and reputation of the company concerned.

This letter is not condemning all your Saturns to the computer graveyard in the sky, not with awesome games like Rally, NiGHTS, Exhumed, Tomb Raider and Last Bronx. Maybe the future looks brighter than I think.

Just one final word of warning to all you readers - SEGA SATURN MAGAZINE loves telling you that the Sony PlayStation is crap and the Saturn kicks its butt. This I feel, is a little bias towards the Saturn, which is not surprising considering the magnitude of their wage packets.

G Arnold, West Sussex

We've always advocated that there are some excellent games available for both the Saturn and the PlayStation, something reflected in the fact that most of the SSM team own both of the consoles themselves. But our personal preferences are towards the Sega Saturn, not out of some misguided loyalty brought about by "the magnitude of our wage packets", but out of a genuine enthusiasm for Sega games. Tosser. LEE

RAGE AGAINST THE SEGA MACHINE

DEAR SSM

I've noticed that you tend to take rather a dim view of other consoles, notably the PlayStation. Comments like: "...what the Saturn does best, the PlayStation can't match." (issue #25) " [the PlayStation] is a fair machine...but the Saturn is obviously better overall." (issue #24) and "With the hi-res, multiple play fields...on Saturn would be virtually impossible to replicate on PlayStation" (issue #18) are hardly uncommon in your mag. It's not my intention to criticise these views, many others have tried and failed, and as you have pointed out, you are the official Sega Saturn Magazine and it is unsurprising that you are "more than partial to the Saturn" (issue #24). So, as I read issue 25 I was expecting to see you repeatedly slating the PlayStation and proclaiming the Saturn to be a God amongst consoles. Surely the official Sega Saturn Magazine would not dare to criticise Sega. This is what I thought until I came across the phrase (of the 4MB RAM extension) "...Sega don't seem keen at the moment. SHAME ON THEM!" What is this? Which heretic dared to soil the good name of Sega? How was this allowed to happen? Did your watchful Sega overlords glance away for an instant allowing you to voice an opinion against them? Are there malcontent feelings amongst your staff? Is this the beginning of a rebellion starting deep within your own ranks? How many more questions can I feasibly ask...?

Chris Owens, outside Sega Saturn Magazine Rebels' Bunker, London

As Dirty Harry once said: "Opinions are like assholes. Everyone has got one." And guess what? We're allowed to have one too. We may be the officially licensed Sega mag, but the fact is the interests of our readers come first, otherwise we'd be out of business pretty smart-ish. "Watchful Sega overlords", indeed... RICH

IMPORT-ANT LETTER

DEAR SSM

In your magazine you keep repeating the fact that if you want to get the most out of your Saturn games, then it is vital to get an NTSC switch fitted to it, so you can play Japanese and American games "as they were meant to be played", not all squashed up and slow.

I'd imagine that are a lot of people are considering this but are hesitant because they do not know what is involved (myself included). I think that it would be a good idea to dedicate a page or two of your magazine to explaining the process.

The sort of things I want to know are: What is the best shop to fit it? How much does it cost? After it has been fitted, are there any problems running import games? Will it run ALL import games? Do I need extra cables? Does it work with RF or is it SCART only? I am seriously considering this, but first need to get my Saturn fixed (I can still use it, but sometimes everything turns blue). I just need a few things cleared up first.

Kevin Timberlake, Hemel Hempstead

With a swelling catalogue of quality games unlikely to be released in this country (Metal Slug, KoF '96, X-Men vs Street Fighter, All Japan Pro Wrestling Featuring Virtua), it would appear that an NTSC switch is becoming an essential piece of kit for the hardcore gamer. Most decent import shops should be able to sort this out for you, with the cost being around the £50 mark. This allows you to play ALL Japanese, UK and American Saturn games at full-speed on a full-screen display, as well as sorting out poor PAL translations. No problems are incurred when doing this, though your one year warranty becomes invalid. No extra cables or equipment are needed, but this will only work on modern televisions which are SCART compatible. An RF cable simply isn't good enough. This is certainly something serious gamers should think about, especially considering the ridiculously cheap back-catalogue of quality Japanese Saturn games available. Oh, and by the way, that problem with your Saturn sounds like a dodgy SCART cable. LEE



For the serious gamer, an NTSC switch is now essential.

SSM: VULGAR AND COARSE? F@CK OFF!

DEAR SSM

As a couple of thirty-something Saturn owners, my husband and I would like to comment on your magazine. The language used at times makes even our minds boggle with its vulgarity and coarseness, which incidentally does nothing for your magazine's appeal to the adult world. We certainly would not want any kids we know reading that, kids are unfortunately very easily influenced.

Also you seem to slag off nearly every game you review, why? Is it just your opinion or a handful of kids' opinions you use, it's very unfair to Sega. We find that most games have their own appeal and have come across nothing we dislike as immensely as you seem to.

Please try and describe the game and its contents more, rather than your own dominating opinions. A lot of valuable text which could be used to describe the game is wasted with crude language about how bad it is. How can the readers tell if it is bad or not if you rarely describe the game properly, instead telling us how bad it is first?

In many of your descriptions of games you describe it as if your readers are total idiots incapable of making their own minds up. Please review games properly and remember your audience does not consist of just spotty teenagers. We doubt that many kids could afford to buy too many games, pocket money is not £40 per week, you know. So don't target your mag so much towards them, since it is us adults who ultimately pay for the games. So give us adults a break and honour us as an intelligent species.

Anonymous, Scotland

If a game warrants description, we describe it. However, what's the point of oodles of text describing how, say, Marvel Super Heroes works when everyone's been playing the Street Fighter games for years? It would be the very insult to your intelligence that you're so concerned about. Better that we concentrate on telling you whether the game you're expected to shell out up to fifty quid is actually worth buying. And if it is worth buying, dollars to donuts says there's a showcase with all the descriptive detail you would want. As for being vulgar and coarse. Yes, in common with the majority of the population, we probably are. RICH

TOURING CARS BORING?

DEAR SSM

I just though I'd write to set you straight on a comment you made in issue #25 of SSM about Touring Cars.

"It is in fact a sport dominated by Formula One down-and-outs and wannabe boy racers, driving boring production vehicles around dull country circuits at a pretty modest rate of knots. Yawn."

How the hell can 2 litre, 150 mph cars be boring! Touring Cars is constant bumper-to-bumper action and is one of the best spectator sports in the world. The British Touring Car Championship has some of the greatest drivers and car manufacturers from around the globe - and you call it boring!

I'll tell you what is boring, 25 second a lap race 'em ups! I will not be buying Sega Touring Car Championship and hope that Sega will realise that simulations are the way to go.

Philip Mitchell, West Yorkshire

I beg to differ. Not only is the British Touring Car Championship boring (something reflected in the BBC's minimal amount of coverage) but so are racing simulations. Which unsurprisingly, is why the recent Touring Car simulation on the PlayStation is one of the dullest games I've ever had the misfortune to play. Yawn. LEE

I'm sorry Lee, but I watched Murray Walker's review of the Touring Car Championship season on video and it was absolutely superb with some superlative car duelling. Far be it from me to agree with anyone with the name "Phil Mitchell" but in this case, he's right. RICH

SEGA OF EUROPE SPEAK TO SSM!

DEAR SSM

Whilst I already own Sega Worldwide Soccer '97, I decided to also buy SWWS '98. Knowing that you gave it a healthy 94%, I did not expect to be disappointed with the '98 edition. Although I agree with your review, in that the player and keeper AI have been slightly improved, your review failed to tell of the game's faults, namely Gary Bloom and Jack Charlton's terrible commentary. It's not what they are saying which is bad, but the quality. It continues to stop and start again as if they were stuttering, making it largely unlistenable. So I found myself returning back to the original '97 edition.

Eric Park, Scotland



Well, the commentary isn't great, but it's still a top game.

The quality of the commentary in the reviewable copy of SWWS '98 we received was nigh-on perfect, (bar some unintentionally humourous cock-ups - the wrong speech at the wrong time, which we were assured would be cleaned up), hence the massive 94% rating we awarded the game. Subsequently, we learned that the commentary was not up to this standard in the retail copies, so we got onto our friend Mark Hartley at Sega of Europe who had this to say:

"SWWS '98 is an extremely complicated game to program. Much time was spent on refining every aspect of the game from animation and graphics to ambient sounds and improved AI. Unfortunately, there simply wasn't enough time to get everything perfected, our consumers and retailers were screaming for this game and so we released it. The "stuttering" in the commentary is down to the fact that not enough memory was allocated to the buffering on the sound chip. The original commentary in Japanese had shorter sentences than the English equivalent and so more memory was needed in the buffer in order to play back those sentences without stuttering. The Yamaha sound chip is more than capable of handling this but unfortunately the developers didn't get round to fixing the problem in time. It is a shame, but I know you'll agree that SWWS'98 remains an awesomely playable footy game!"

BRIEFLY...

DEAR SSM,

I am writing to you because of the demo discs on your mag. You say that the promotion is not available outside the UK, but I received a disc on the front of issue #23 and it is awesome! So will you please keep them sending them down under as they do work on our PAL Saturns?

Glenn Taylor, Australia

● **Yep. All of our forthcoming cover-mounted demo discs will be made available in Australia, and we're currently making every effort possible to extend this offer to European countries outside the UK. LEE**

DEAR SSM

Please can you tell me what criteria you look for when deciding to print a letter. I've written to your mag on at least eight previous occasions, and none of my letters have been printed. Why?

Andy Stewart, Lincs

● **Isn't it ironic Andy, that the only letter of the numerous which you've sent that has been printed in SSM, is the one to enquire why none have been printed? Draw your own conclusions from that. Anyway, the criteria by which we asses which letters are to appear in the magazine is simple: they must be interesting, entertaining and relate to contemporary issues of a Sega nature. LEE**

DEAR SSM

I am writing to you to complain about the availability of your mag. I finally managed to get my hands on the October issue after visiting five newsagents. Is this unavailability due to the mag being highly wanted or is it because newsagents feel that the mag won't sell if they buy the stock?

Gareth Rowlands, South Wales

● **Obviously, not all newsagents stock SSM, damn them, but the problems you experienced in trying to get hold of a copy are probably due to high consumer demand. It might be worth your while subscribing to the mag Gareth, not only do you get CD issues for the lower price, but you also receive the mag by post days before it's available in the shops. You know it makes sense. LEE**

DEAR SSM

Please tell me why Sega never advertise, all we see is PlayStation advertisements. The way Sega is supporting the Saturn is really bad, there must be more to supporting a console than just releasing a few games for it.

S McMahon, Cardiff

● **With Christmas now firmly upon us, Sega have just launched their winter television advertising campaign, focussing predominantly on Sonic R. LEE**

Q&A

With the leakage of the so-called "Dural" specs on the Internet, Q+A has been alive with fairly intelligent next generation based queries this issue. Read the first letter, digest the response and trust us when we say that as soon as something CONCRETE is confirmed, you will be the first to read it here in SSM. Until then, send more brain-taxing questions to NO DURAL QUESTIONS HONEST, Q+A, 37-39 Millharbour, London E14 9TZ or email ssm.qa@ecm.emap.com. And remember: please be interesting! You're more likely to get your letter printed.

NEW MACHINE DELUGE BEGINS

Dear SSM

After reading the new issue of CVG I have some questions.
1. Now Sega have started work on the new 128-bit console how long until there are some specs to look at, would you say?
2. If Sega plan to have this console out by next Christmas, how long will the Saturn have left after December '98?
3. The basic specs issued by CVG said 1.5 million polygons per second, 128-bit etc. With all of this power, Sega should rid themselves of the CD drive and make room for a DVD drive instead. What do you think?
4. CVG also told of a modem and keyboard which are planned. These were planned for the Saturn - will they really happen this time?
5. Moving away from Dural (or whatever it is called), my mate said that Street Fighter 1 is hidden in the Street Fighter Collection. Is he lying or have Capcom done the deed?
6. None of the Saturn's driving games use the hi-res mode. Is it not possible on driving games (or any other game apart from beat 'em ups for that matter?) or do we have lazy programmers?

Simon Stallwood, Canvey Island

1-4. Sega are working on a new machine and they are demoing it to developers now - it's no secret. At the moment there is no firm release date - Sega would be fools to tip their hand to the competition at this early stage. And it is an early stage, the machine is not even in the final prototype phase yet. CVG's specs were taken from a leaked document which appeared on the Internet - read what you want into that. The bottom line is that you can read anything into specs. After all, apparently the Saturn can handle 500,000 polys a second - are we saying that the new machine is only three times more powerful? No way - it's going to be a revolution. As for the decision to use CDs - basically no- one has yet reached the capacity of CD, using DVD would be expensive and uncalled for. Unless you wanted to play movies on it. As for the modem and keyboard - well, excuse us if our clairvoyancy skills aren't up to scratch, but let's worry about the actual machine before the add-ons become available. As for the Saturn modem and keyboard - it is available in the US and Japan and it's called the NetLink. Let's draw a line here: we're into all things Sega and of course we'll be following developments with the new machine but the bottom line is that Saturn is the here and now and that's what we'll be concentrating on. 5. It's not there as far as we know. 6. Nothing's impossible, but driving games use more polygons than beat 'em ups and typically they are of a larger size too which makes hi-res impractical.

THE SWITCH DEBATE CONTINUES

Dear SSM

Please answer my questions, as I really need to know some things about import games and the Saturn.
1. How much does it cost to get the NTSC/PAL switch?
2. Can I still play the games I have at the moment on it?
3. Where can I find out how to get the switches put on my machine?
4. Is it expensive to import games?
5. Is it hard to play the games if they're written in a different language?

Steven Johnson, Hornchurch

1. Anywhere from around ú25 to ú50, depending on which importer you go for. 2. Of course you can - the whole purpose of adding switches to your machine is so you can play any game from anywhere in the world. 3. Contact an importer. 4. You don't actually import them yourself, the importer does that for you. And yes, games are typically a lot more expensive on import so it's best to stick to official releases. 5. A lot of Japanese games are in English, a lot aren't. Obviously you should try before you buy. Just to draw a line on this switch business: a switched Saturn's main benefit is that it allows you to play any OFFICIAL game that has black borders and slowdown at full-speed with a full-screen display. We don't condone buying import software unless it never gets an official release or can be played with no understanding of Japanese. Elevator Action and ThunderForce V spring to mind.



Virtua Fighter 3: We're still waiting for news, alas.

IMPORT CONFUSION

Dear SSM

I buy your magazine every month and that is the reason why you should print my letter (*well that's told me - Rich*). I have a question about Fighting Vipers. Actually I have two. First of all, is there actually a player called Pepsi Man as I was reading my friend's "Block Rocking Cheats" book produced by that rival of yours and it said that if you win every round and then let Tokio beat you with a perfect, Pepsi Man jumps into the game and if you beat him you can use him. Secondly, WHO THE HELL IS HONEY!!!?

Alistair Gill, Halifax

Pepsi Man only appears in the Japanese import version of Fighting Vipers. Because the promotional campaign featuring PM never appeared outside of Japan, Pepsi Man was thus removed from the US and UK versions. So the cheat does work, in a manner of speaking. As for Honey - that's just the name for Candy in the Japanese version of Fighting Vipers.

A FEW QUICKIES

Dear SSM

This is my first official letter, so please print it.
1. My brother and I both enjoyed the first Mystaria and we were wondering what happened to the sequel?
2. I owned all of the ThunderForce games on Megadrive and am desperate to know if TFV will get released over here.
3. CVG said that the rights to House of the Dead were sold to Lobotomy to bring it to the new Sega console. Does this mean there will be no Saturn version?
4. When will we see X-Men vs Street Fighter on the Saturn?

Gordon Porter, Fife

1. It came out in Japan but there are no plans for a European release. 2. It's unlikely. 3. That was in the RUMOURS section of CVG and to be honest, the chances of Lobotomy doing HotD on "Dural" are extremely remote. HoTD WILL come out on Saturn though. 4. The Japanese version is out on November 27, and Sega Europe are investigating licensing the game as we speak. Here's hoping they sort it out.

FAQ

FAQ... that's Frequently Asked Questions of course! The most popular queries (bar the Dural ones) are gathered up and answered here en masse.

1. What's the deal with Psygnosis conversions? Any chance of F1 '97?

We're unclear as to the deal with Psygnosis at the moment. Assault Rigs and Adidas Power Soccer were completed but never came out. Sentient was in development at one point but the status on all Psygnosis produce is unclear at this time. We are investigating...

2. Any news on Virtua Fighter 3?

The game is still in development over at AM2 in Japan but won't be seen until Yu Suzuki says so. Despite it not using any form of 3D upgrade, the game is still on Sega Europe's release schedule for 1998.

3. Why no Exhumed 2 on Saturn when it's coming out on PlayStation?

The whole Exhumed 2 project is still in the formative stages of development at Lobotomy. If it turns up on any Sega console, it's likely to be on the Next Machine.


THEY SAY...
VIDEO GAMES ROT YOUR BRAIN!
WE SAY...
LET'S ROT!
LOOK! I'VE PLAYED VIDEO GAMES FOR YEARS AND THERE'S NUFFIN' WRONG WIF MY BRAIN. IN FACT, I RECKRONG... SPROOK... PORP... MOOP... WHAT WAS I SAYING?
ACTION
computer and video games
FEAST YOUR BRAIN ON THE GAMES THAT WILL EAT IT! EVERY MONTH IN...
THE WORLD'S FIRST AND BEST GAMES MAG

On the CD...

SEGA SATURN MAGAZINE guarantees its readers the very best in demo CD based activities. After the triumph that was Christmas NiGHTS, SSM is proud to herald the arrival of Sega Flash Volume #6 - an all-new collection of excellent demonstration software! We daresay that you've probably loaded up the disc already, but for completion's sake here's a quick rundown of what's on offer with this awesome CD! Kneel... and tremble!

STEEP SLOPE SLIDERS

Headlining this issue's demo spectacular is the first official unveiling of Steep Slope Sliders, the brilliant snowboarding simulation from Japan that receives a much-deserved official airing this January. We review and showcase it this issue, but the fact is that you can PLAY it too with our brilliant demo!

Not bad, eh? Well, the demo gives you a HUGE portion of the game to play with - we're talking two different characters and two complete tracks! Awesome! Yup, what's here will keep you occupied for ages, but believe us when we say that this is nothing compared to the full game. Which, incidentally, you can appreciate for yourself when you check out the showcase on page 46.



▲ Read the review, play the demo... buy the game! Only Sega Saturn Magazine brings you such awesome thrills.



▲ Steep Slope Sliders is a great snowboarding game. Why, it's almost as good as the real thing y'know.

SEGA WORLDWIDE SOCCER '98

It's only the sequel to one of the world's greatest soccer games, that's all! Sega Worldwide Soccer '98 brings all of the action from the '97 edition and adds in extra speed and more moves plus... (cue drum roll) all of the Premiership teams! Not bad, eh?

Well believe us - this demo is going to blow you away. Like our last SWWS demo, you get a single-player game with all in-game features enabled. You only get to play one half of the match, but the really cool thing is that you can choose ANY Premiership teams you want to do battle with!

Truly this one of the greatest demos it's been our pleasure to cover-mount and it's one example of loveliness found on Sega Flash #6!



▲ SWWS '98 is a great update to last year's game.



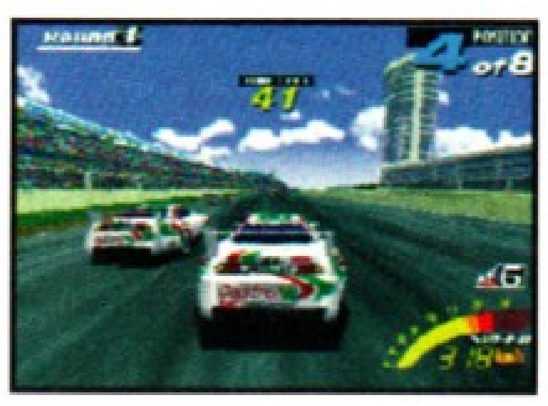




▲ We gave it a mighty 94%. It's that cool!







▲ Not a Rally-beater, but well-worth a look.



▲ Here's your chance to find out what all the fuss is about.

SEGA TOURING CAR CHAMPIONSHIP

Well it has to be said that SEGA SATURN MAGAZINE was a tad disappointed with this particular AM department conversion, but thanks to the wonders of cover-mounted CDs, you can make up your own mind about the juggernaut conversion that is Sega Touring Car Championship!

This luvverly piece of CD entertainment gives you an entire track of STCC to race on. All of the cars are selectable (bar the secret ones obviously) and compatibility with the analogue pad is recommended for getting the most out of the game.

What are you waiting for - the entire Country Circuit from the Saturn conversion is waiting for you in this near epoch-making demo!

PLUS!

ENEMY ZERO

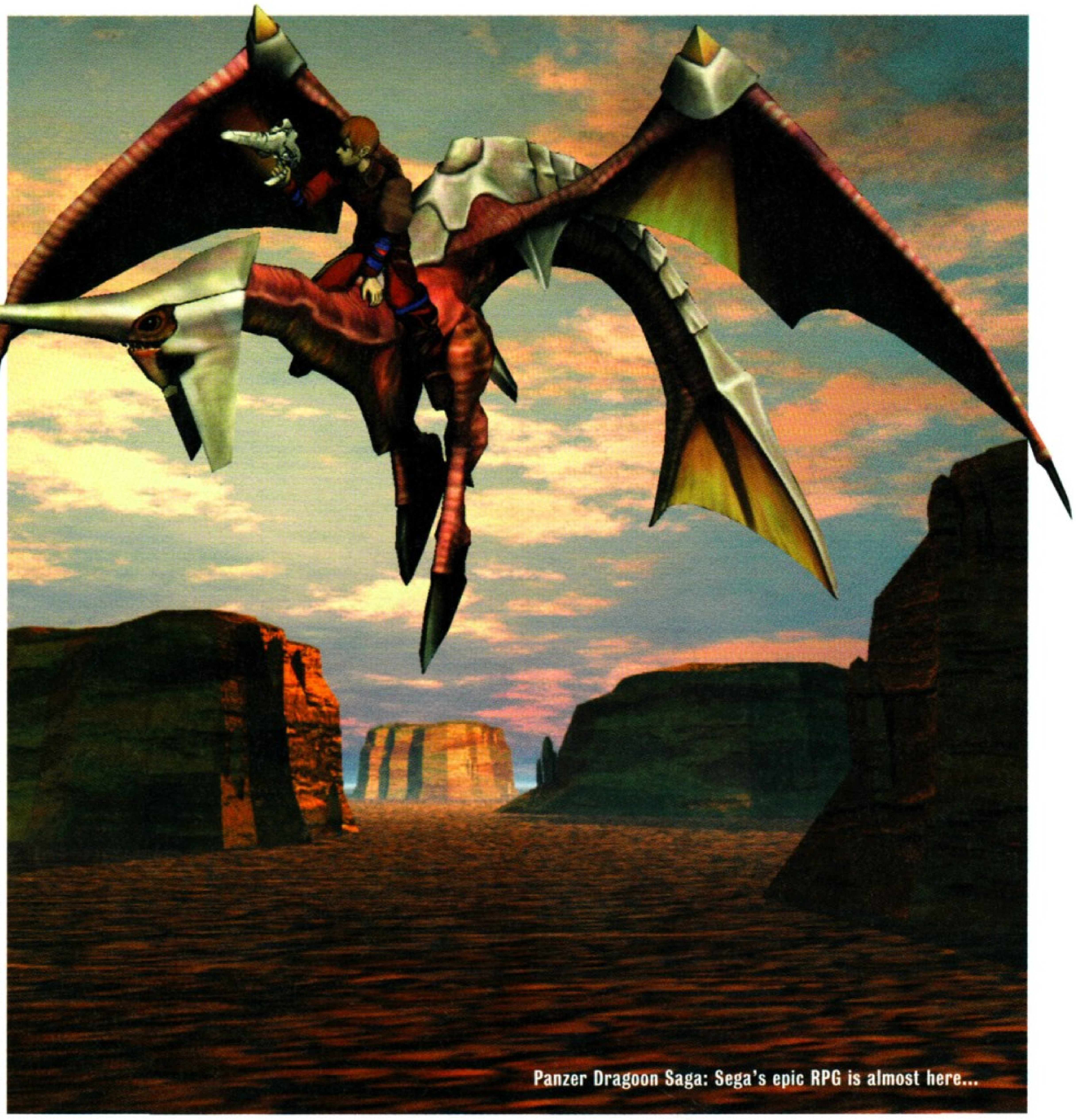
It's out in the shops now and it scored a very respectable 88% in the hallowed pages of SEGA SATURN MAGAZINE. Why? Because its cunning use of FMV and real-time graphics produces a game that for the first time can truly be called an Interactive Movie! Check out this non-playable rolling demo of the GAME IN ACTION! Then go out and buy it.




▲ The lovely Laura forgets all those classic horror rules about exploring dark corridors in the chilling Enemy Zero.



▲ The full game is carried on a whopping 3 CDs!



Panzer Dragoon Saga: Sega's epic RPG is almost here...

PANZER DRAGOON SAGA

This is one of the most eagerly awaited games of 1998 - and believe us, it's going to be a classic. Spanning four discs (though that might change), SSM has been wailing and gnashing its teeth. Why? Because we've finished Disc One and we're waiting for all the others! Doh! Look, this game is going to be special, so enjoy this cool preview.



▲ Panzer Saga will be one of THE top Saturn titles for '98.




EXTRA FMV ACTION!

Not content with three all-new playable demos, plus two rolling ones, Sega Flash #6 also contains a trio of FMV delights to whet your collective Sega appetite for new games! What's more, the quality of the visuals has been jazzed up drastically since the last demo CD, so what you see is a lot closer to the actual game. But still, in the FMV department you'll find...

SONIC R

Look, here's a tip. This game is in the shops now. Look at the demo all you want but NOTHING matches the power of actually playing this superlative title! Buy it!



▲ Lee Nutter likes Sonic R so much, we can't get him off it! Hopefully he'll do some work next month, but we doubt it.

NBA ACTION '98

So... basketball games are boring, eh? Well, NBA Action '98 looks like being the exception that proves the rule, such is its quality.




THE LOST WORLD

The Steven Spielberg movie cleaned up at the cinemas, the PlayStation game of the film did likewise and now that self-same game arrives on Saturn!





Slip Slidin' Away







Sega's first Saturn snowboarding game is a breath of fresh air. Steep Slope Sliders is truly awesome!



The world's coolest winter sport and coolest games console meet head on in Steep Slope Sliders. As a man used to spending time on the piste, MATT YEO fakes and ollies his way through Sega's snow-covered sensation.



As well as high-speed thrills, Steep Slope Sliders contains loads of hilarious secret characters.

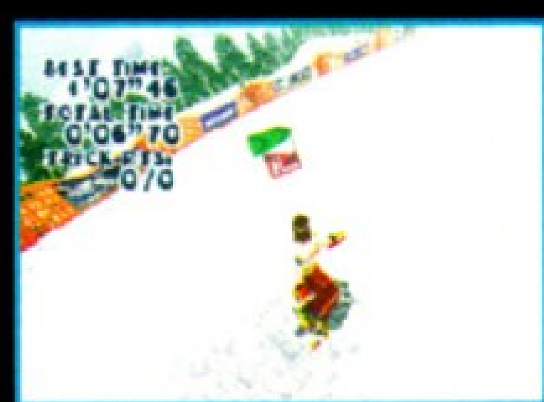
We've been looking forward to the arrival of Steep Slope Sliders with frosted breath. It was obvious from the moment we played the import version of the game that this was set to be the most realistic translation of the sport we'd ever witnessed. Blinding speed, white knuckle downhill races and crazy tricks galore...it had the lot. Now with the PAL version of Steep Slope Sliders finally making an appearance, SSM brings you the full frozen facts.

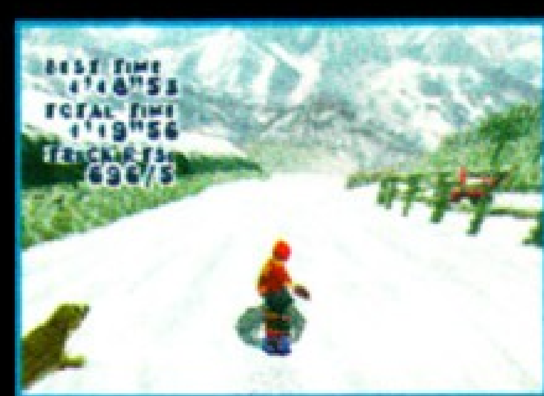
Being dropped from a helicopter over a mountain and facing the prospect of reaching safety with just a piece of plywood strapped to your feet would usually be enough to scare the crap out of most right-thinking folk. But snowboarders are a different breed altogether. Yet while the majority of people taking up this popular and dangerous sport may be predominantly ex-skaters and surfers, there's an increasing number of perfectly sane folk out there just itching for the opportunity to throw themselves headfirst down the nearest frozen tundra.

ALL THE YOUNG DUDES

The good news for all you adrenalin junkies out there is that those fashion conscious types at Sega Europe have decided to unleash Steep Slope Sliders for the Saturn. Originally only available on import, the game has now received the PAL conversion treatment and remained virtually intact with only a minor drop in speed. To satisfy all snowboarding types, Steep Slope Sliders may be played as either a super-smooth racing game, with best times to beat and top records to achieve, or as a tricks-based skill-fest. For speed demons there are four ice-covered courses to tackle ranging from a basic Russian run to the quite frankly lethal delights of an Italian slope. Showoffs on the other hand may try their luck at impressing the opposite sex with tricks galore on the Half Pipe and Snowboard Park areas.

Both options are attempted with one of four main characters, each of which has the same basic snowboarding skills, but wild taste in clothing. Complete a course in first place or rank at the top of the tricks rating and a further four radical dudes are accessible. Complete certain tasks and even more secret boarders become accessible. To accommodate all players, the character select screen offers both Regular and Goofy stances for those who snowboard with their left foot facing forward on the deck and vice versa.





Wouldn't it be cool if you could play as that dog on a snowboard? Hmm...



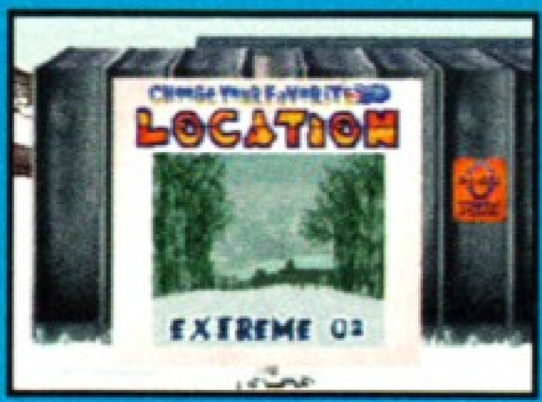
If tricks aren't your thing, why not clock up a new speed record instead?



Pull off radical tricks to pump up your score.

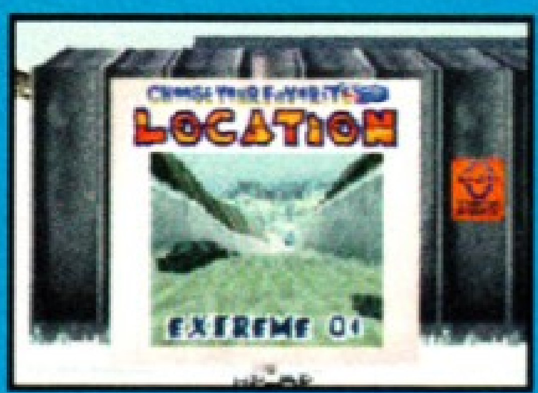


The camera angles are constantly changing.



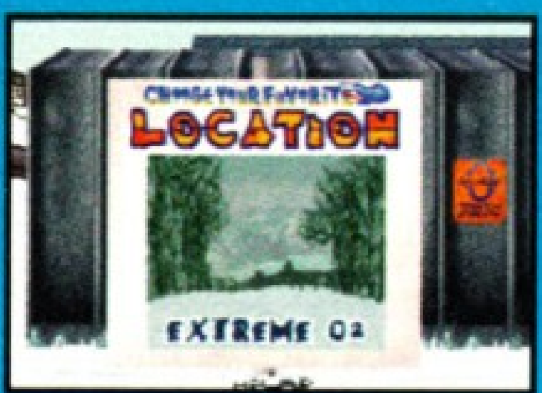


EXTREME 00
Location: Russia
Best Time: 1 min 05 sec



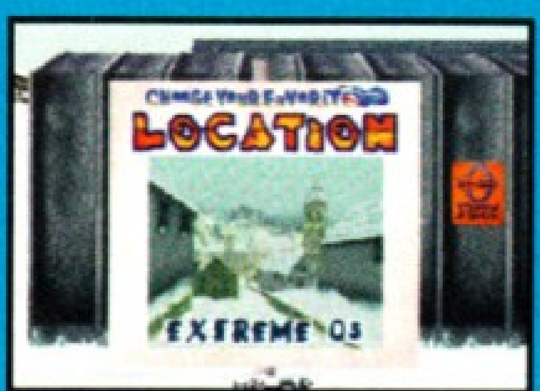


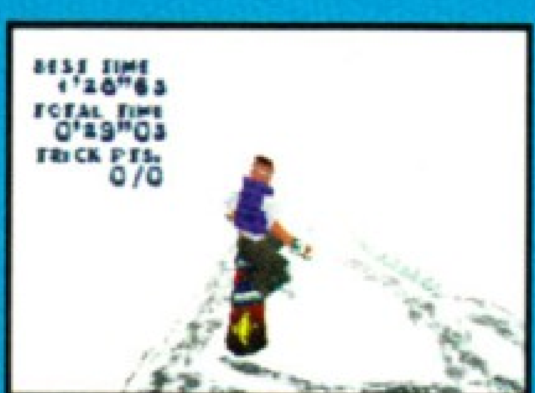
EXTREME 01
Location: USA
Best Time: 1 min 10 sec





EXTREME 02
Location: Japan
Best Time: 1 min 20 sec





EXTREME 03
Location: Italy
Best Time: 1 min 40 sec



"Look, up in the sky..." Check out the course replays for some heart-stopping drops and freefalls.





Steep Slope Sliders' range of challenging courses and potential stunts provides loads of longevity. Chuck in a handful of hidden boarders and you've got a winner.

BEST FOOT FORWARD

Controlling the snowboard during a run is simplicity itself. Use the joypad to move from side to side and pick up speed, A to jump, B to grab your board and combinations of both B and C to perform all manner of cool tricks. The shoulder buttons are employed for particularly tight turns, with the board digging into the snow to slow you down. Hairpin turns occur with frightening regularity on later courses and a quick jump is often required to set your character back on track. Players have the option to attempt tricks on the main courses, but when speed is of the essence, they're best kept to a minimum. The Half Pipe and Snowboard Park allow you to really let rip with flashy stunts and moves. Build up speed, head for the frozen ramps, leap from the top and pull off chicken salads, ollies, fakies, stifys, canned crabs and loads of other bizarre snowboarding tricks. Score over a 1000 points are you're guaranteed a place in the all-time greats ranking table.



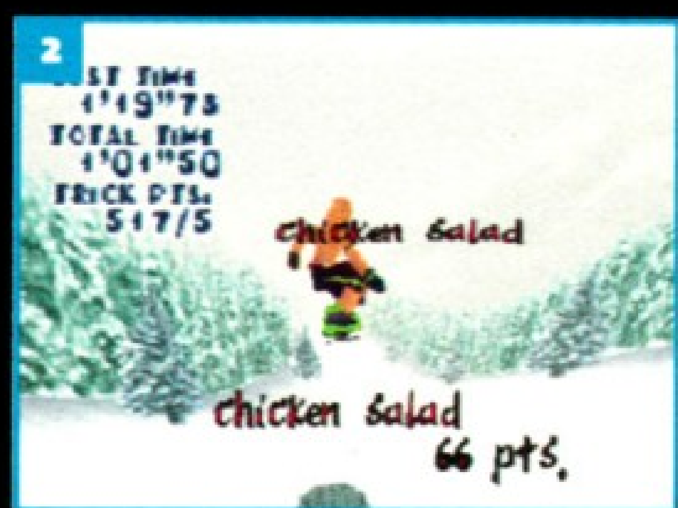
TRICK OR TREAT

Steep Slope Sliders features 24 basic stunts and tricks to master, all of which are dependent on the height and speed at which they are performed. Tackle a 360 tail grab while bombing down a tight mountain slope and you're likely to end up using your face as a brake! On the other hand, find a strategically placed boulder, jump at just the right moment and you'll be set up for a trick frenzy. It's even possible to take these moves to ludicrous levels, particularly when plummeting over bottomless ravines and waterfalls. Using the shoulder buttons once in the air adds a further spin on things and racks up even more points.

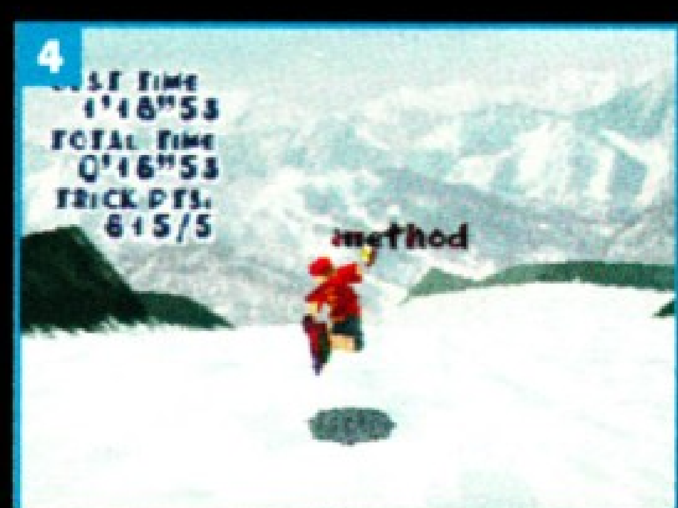
REPLAY VALUE

To improve player performance, the game's developers have also incorporated a unique replay mode. Following a successful run, players save their game and activate a cool "ghost" mode. Tackle the same course again and this time you're followed down the slope by a transparent (read: net effect) image of your last performance. By watching your day-glo doppelganger, it's possible to improve your times and tricks even further. What's more, the replay mode has a number of advanced options allowing players to watch their run from a selection of nifty camera angles, choose their own background tunes, determine the speed of the replay and even add psychedelic background effects. Save the whole event for posterity and impress your mates at a later date!



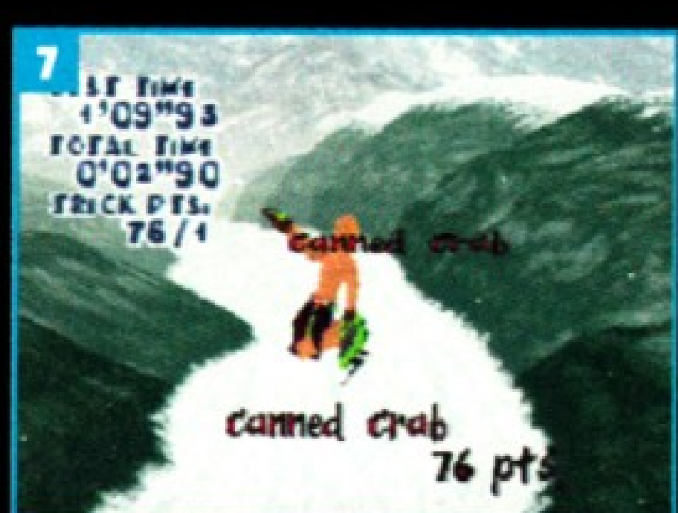










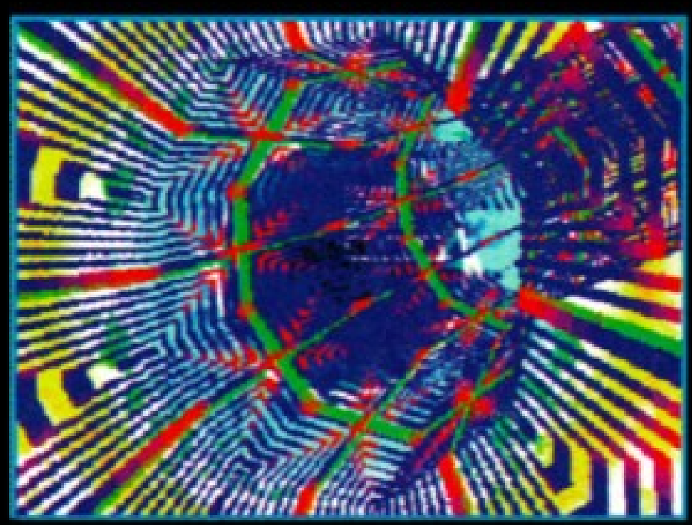






Warning! Snowboarding in just your bra and knickers is incredibly dangerous... especially if you're a bird.





BANGIN' CHOONZ

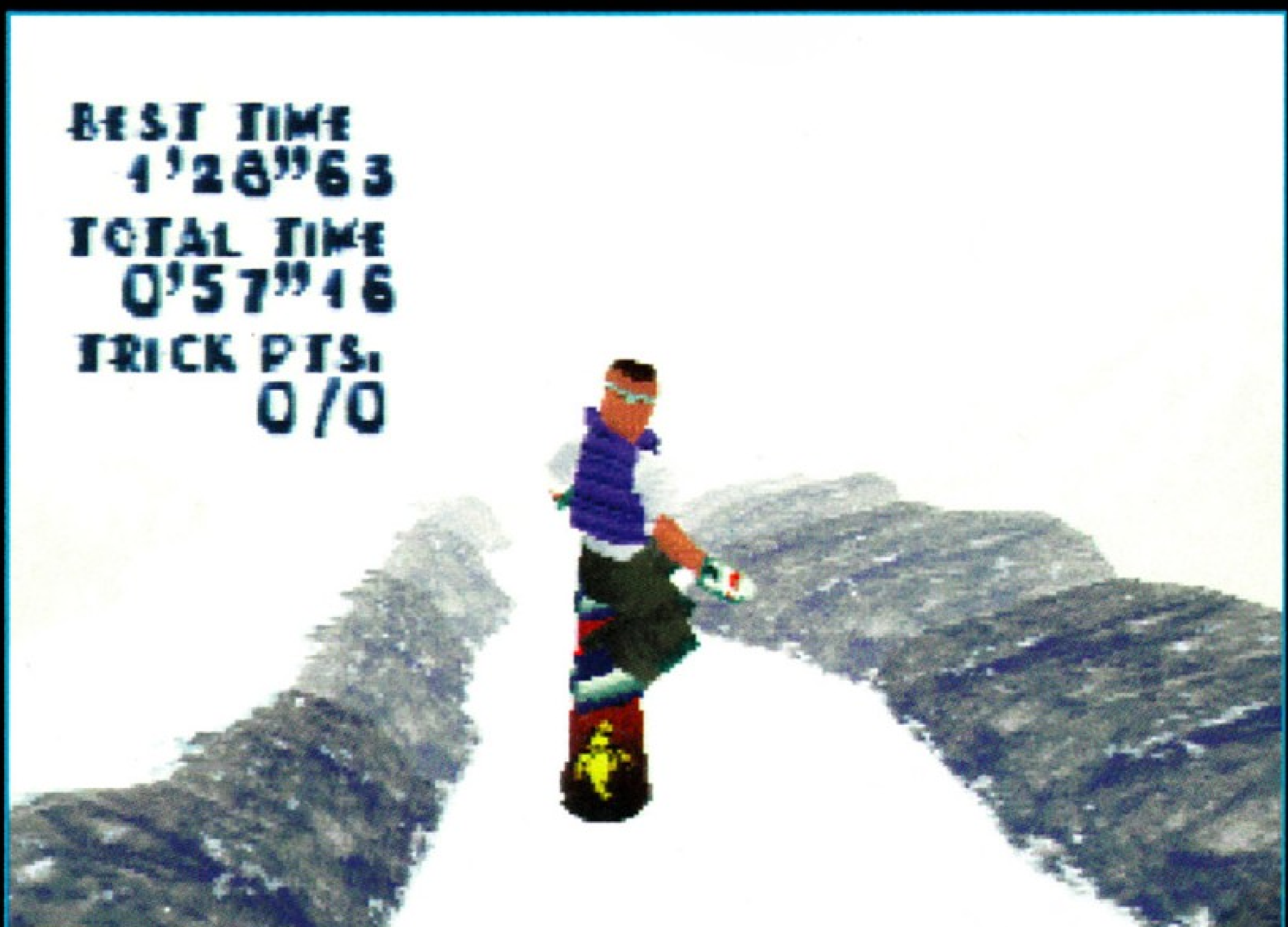
One of Steep Slope Sliders most outstanding features is its awesome soundtrack. Ten hardcore tunes have been specially recorded for the game by some of Japan's most respected dance maestros. While the names Channel X, Neuron and Egg Tail probably won't ring any bells, their pulse-pounding music provides the perfect backing for Steep Slope Sliders' breakneck gameplay.

What's more, the options screen features a pretty cool Sound Test. This feature is available on most games but the difference here is that activating this option generates a random psychedelic pattern to accompany chillin' beats. Check out the Sound Test, get your mates round, grab a few bevvies and hey... instant party!

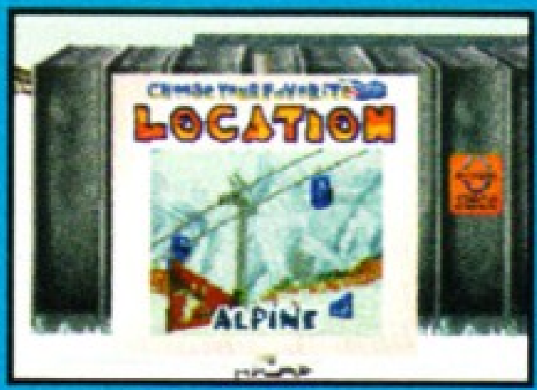


THE FINISHING LINE

In recreating the speed and thrill of real life snowboarding, Steep Slope Sliders utilises a surprisingly believable game engine. There are few missing polygons or glaring graphical seams even during replays. Course layouts remain challenging, with players constantly searching for those elusive rocks to leap from or tight corners to shave precious seconds off track times. To add even more variety to the courses, the Saturn's internal clock comes into play, changing settings from dusk to dawn and even offering players the chance to race at night. On the later tracks in particular, low visibility makes snowbording a real nightmare. Throw in more secrets than any videogame deserves to have and Steep Slope Sliders emerges as a literal avalanche of

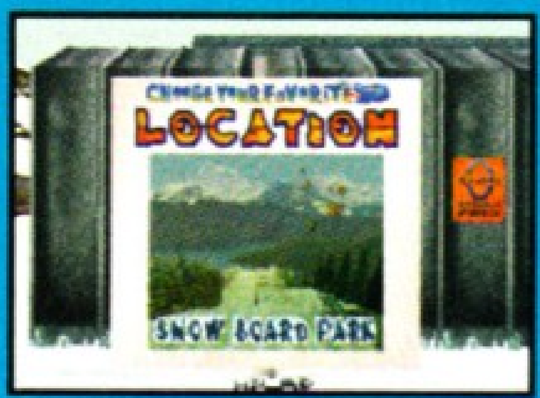


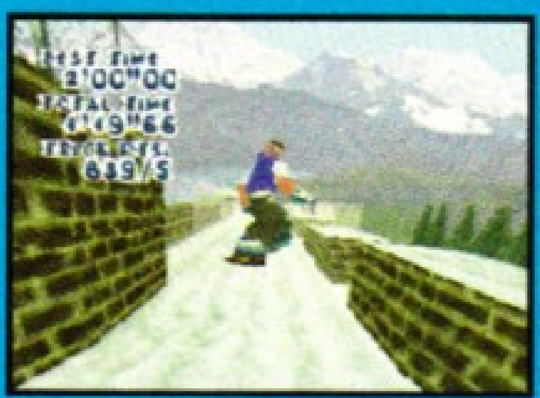
When falling, steer well-clear of rocks and trees as they'll stop you dead in your tracks.



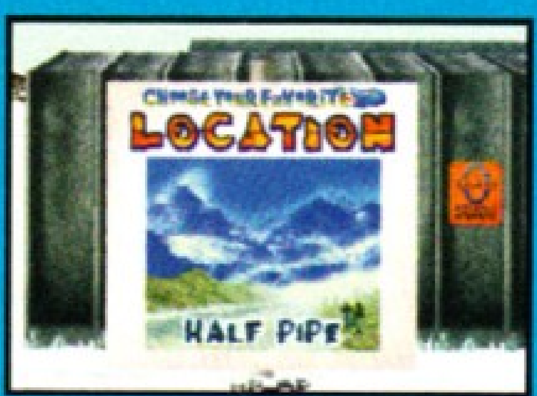


ALPINE
Location: Naeba Prince
Best Time: 1 min



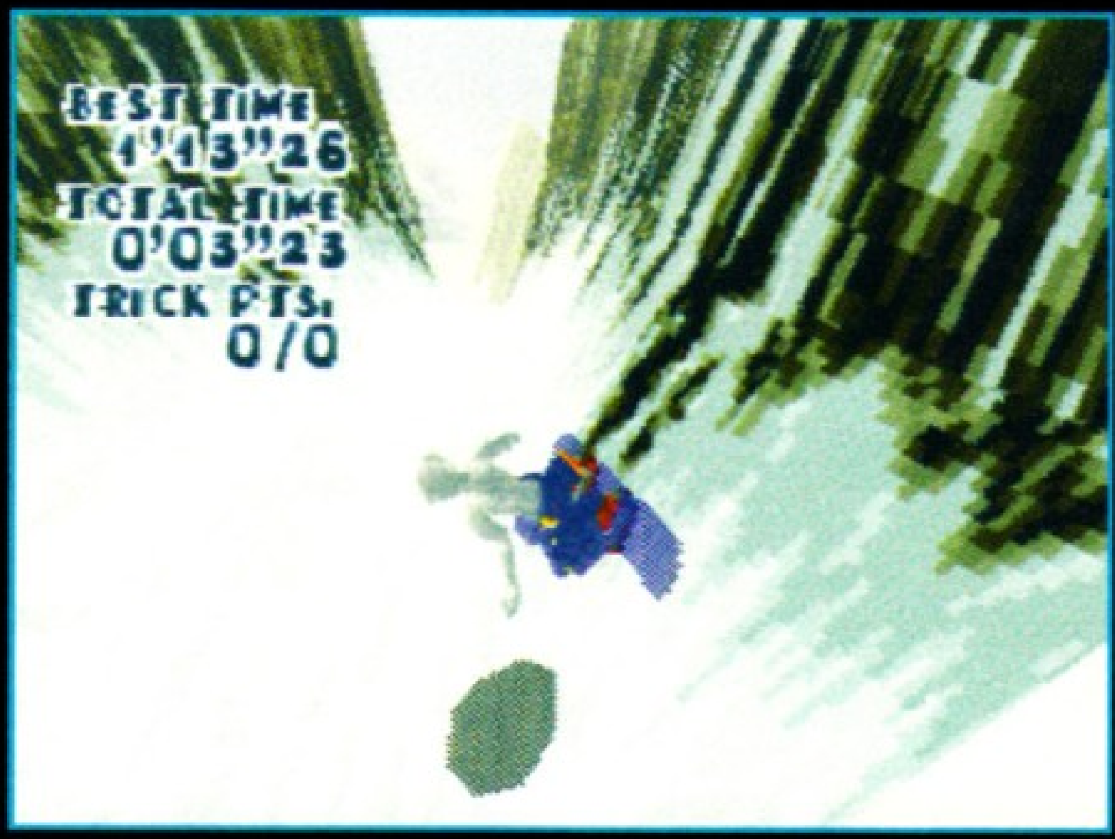


SNOWBOARD PARK
Location: New Zealand
Best Time: 1 min 40 sec

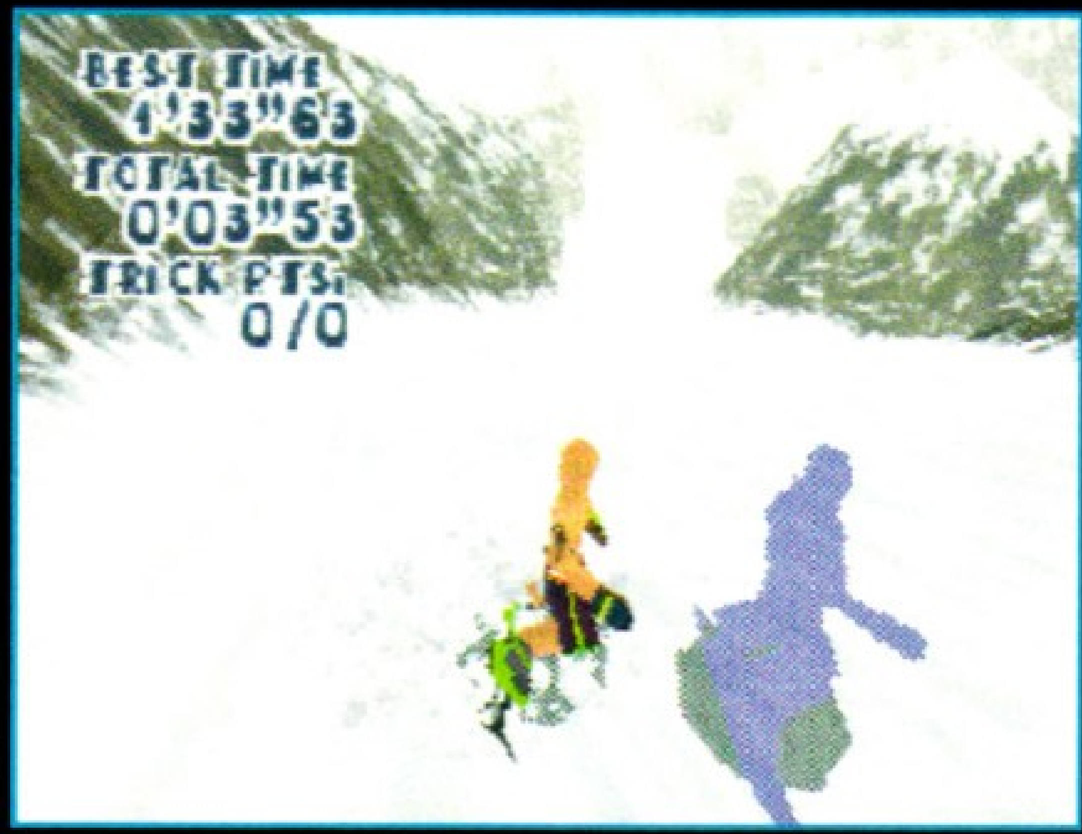




HALF PIPE
Location: Canada
Best Tricks: 1200 points



Stay on target! Tackle the chasms with care, folks.



Baldy attempts to beat his translucent twin to the goal.

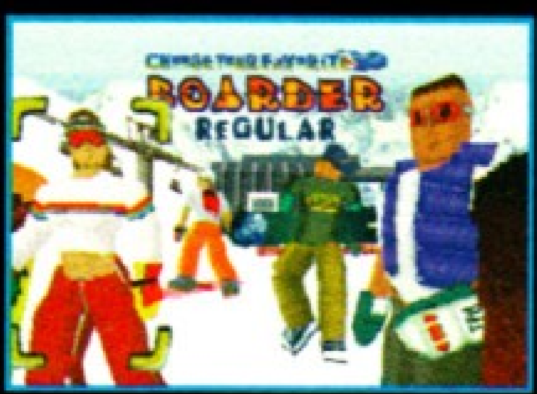




Whoa! Tricks aplenty, dude!









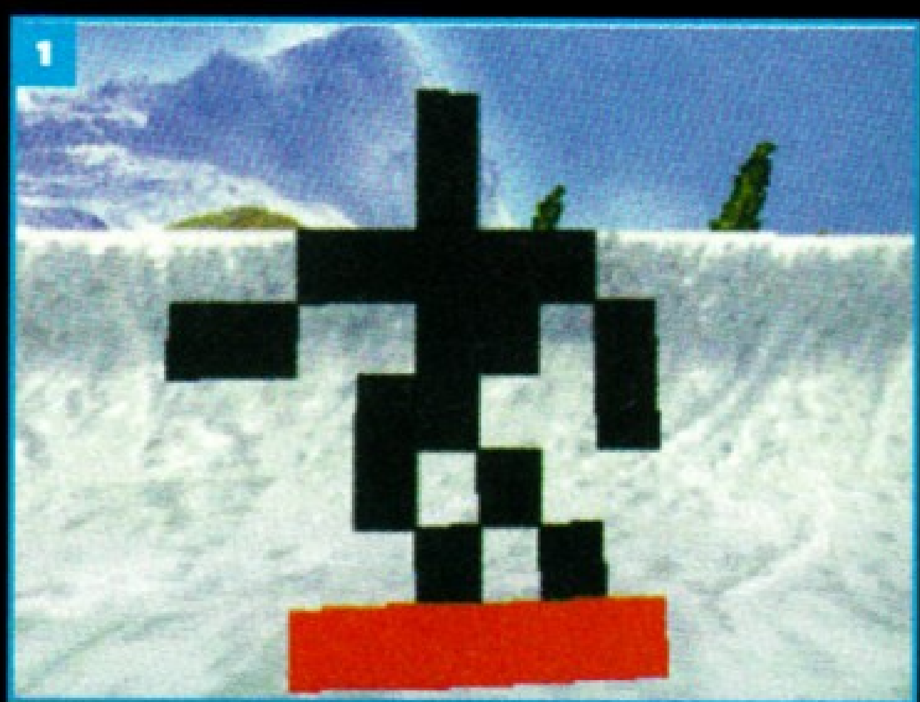
Players gain extra secret characters by beating course times and best trick scores.

a title. Congrats to Sega for having the sense to release this awesome game in the UK and thanks to Victor Interactive for producing the finest winter sports extravaganza ever. Buy this bad boy!

SECRET CHARACTERS GALORE!

Once you've managed to crack the game's courses, clocking-up impressive times and trick scores, you're ready to find Steep Slope Sliders' many hidden characters. I've already mentioned the four additional boarders you receive as an incentive (Baldy, Boy, Alien and Skier) but there are actually a total of 17 radical racers to obtain! Now that your playable roster contains eight characters, select each snowboarder with either L + A or R + A and a further seven weird faces become available. These include a snowboarding dog (which chases you on the Extreme 02 course), a penguin, spaceship, pixel-guy, three foxy females, the Silver Surfer and even a UFO.

Playing as one of these new characters won't actually improve your overall performance, but they are a real laugh. What's more, the secret boarders are the key to finding the game's additional hidden courses, Space Colony, Space Half Pipe, Outer Space and South Pole. And finally, for those of you



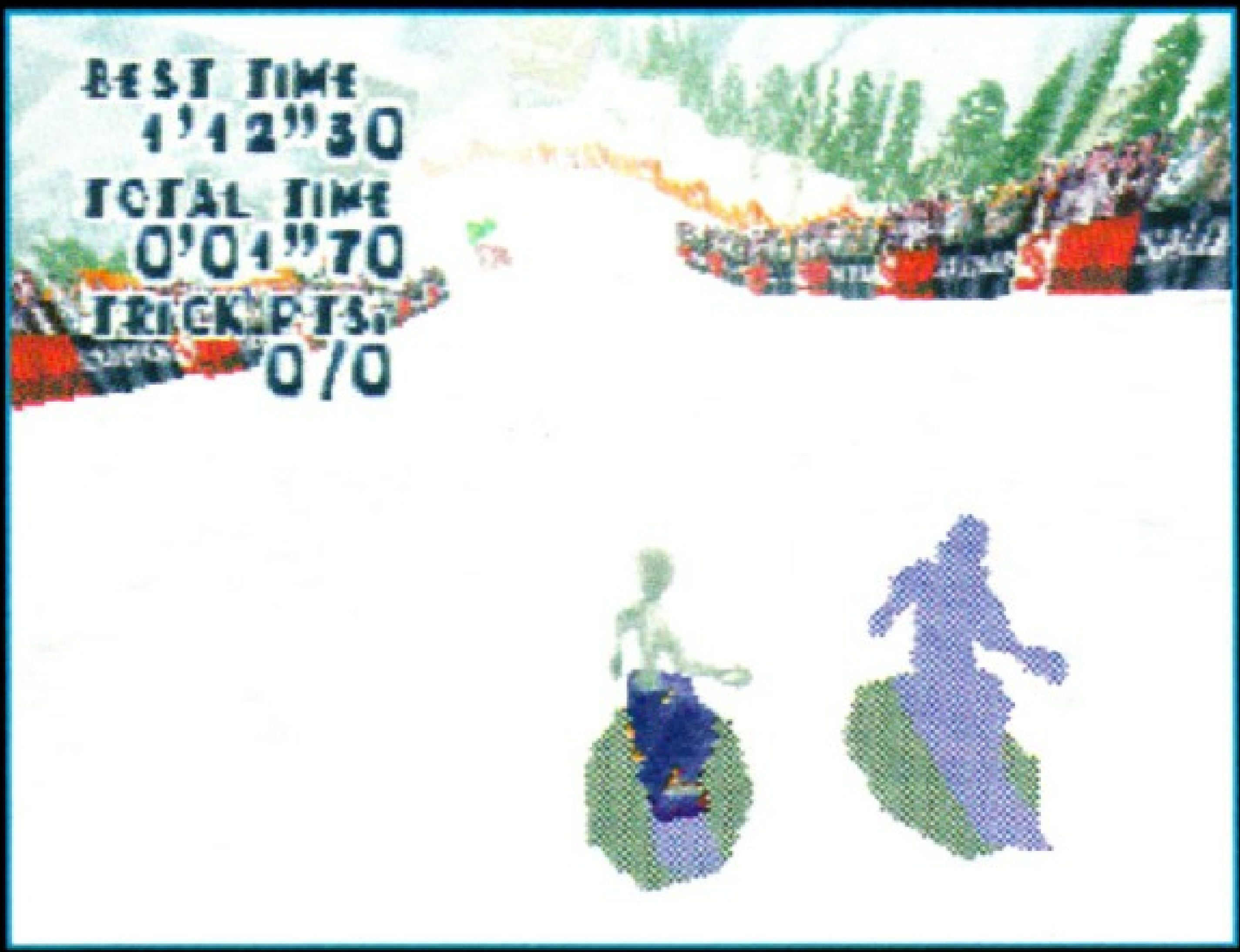








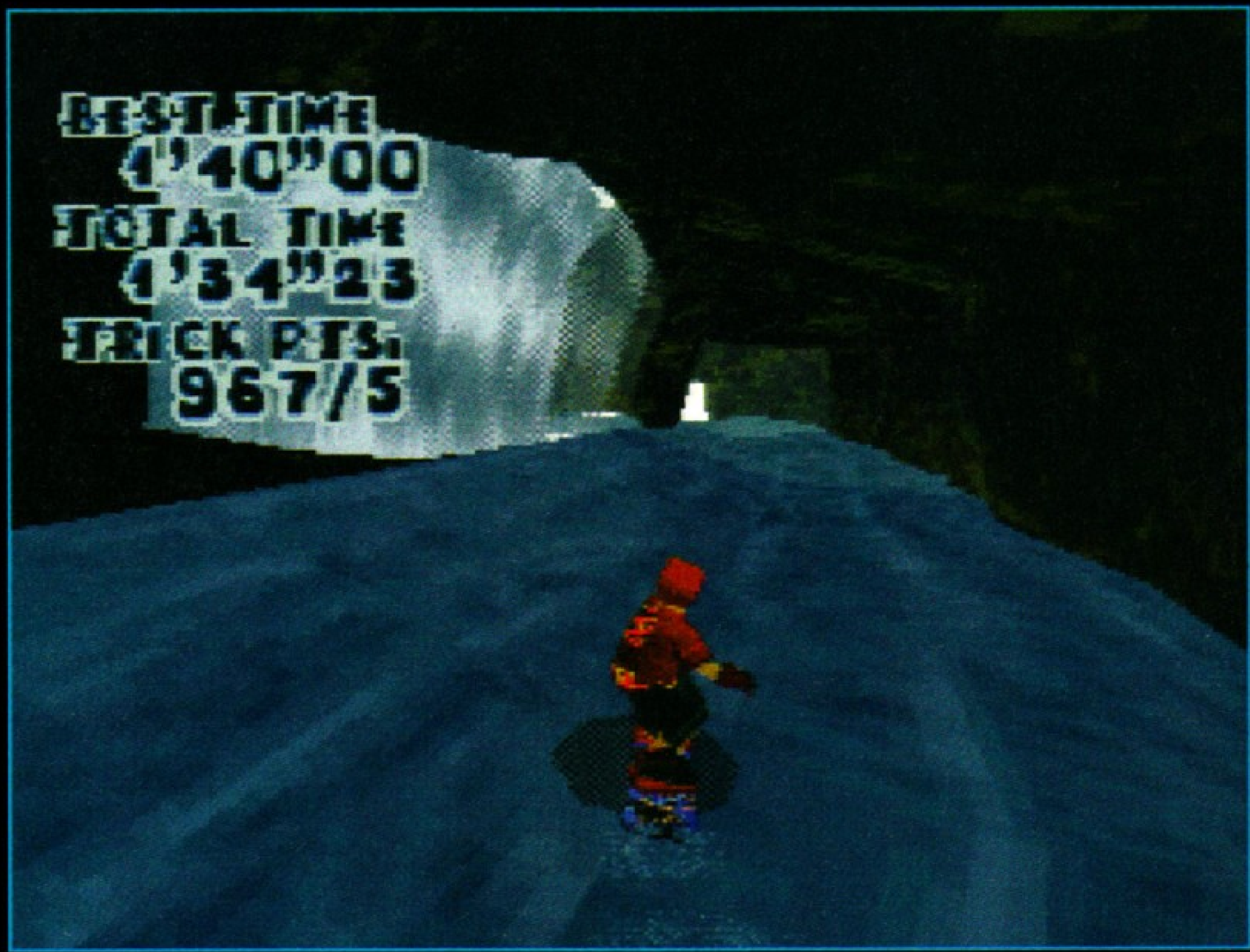




Left: The Ghost Mode is handy for players as they can improve their performance with the aid of CPU pal.



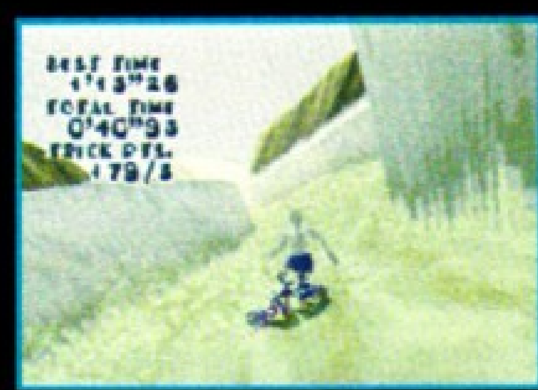




with real skill, Steep Slope Sliders contains a wacky retro-bonus game, but we're keeping mum as to how to access this little treat. Rest assured, we'll be bringing you the full low-down on how to access all of the game's secrets next month.







CRASH, BANG, WALLOP!

According to research, snowboarders get hurt more often than downhill skiers, despite their reputation as the high-risk showoffs of the slopes. In 1992 in the US alone, the federal Consumer Product Safety Commission on injuries reported that there were over 19,500 snowboarding related injuries; in 1994, there were almost 26,270. Snowboarding is the fastest growing winter sport in the world, with an estimated 4.5 million taking to the slopes.

In snowboarding, the most common injuries are caused to the wrists and forearms, which is about five times the rate suffered by skiers. Ankle injuries account for 19% percent of snowboarders' emergency room visits. Snowboarders tend to use their hands and arms to break their falls because they have little choice. Their feet are stuck to the board with non-releasable bindings, so they can't use their legs, knees, hips or sides to break their fall as skiers do. So just remember: if you fancy falling 100 feet and 80mph, make sure you've got the proper snowboarding kit!



Can you find the four secret courses? 1) Asteroid Belt, 2) Artificial Valley, 3) South Pole and 4) Astoro Pipe. We have!

Wacky snowboarding terms

Snowboarders are funny lot. Big floppy hats, a "don't-mess-with-me" attitude and their own lingo. If you're thinking of taking a snowboarding holiday or even tackling one of the many indoor courses in the UK, you better brush up on your snow speak. Here's a list of some of the more common phrases to use:





Corduroy: The trail a snowboard leaves on the surface of the snow.

Hucker: A border who throws himself wildly through the air, but doesn't land on his feet.

Half Pipe: Built specifically for freestyle snowboarding, as seen in most skateboard parks.

Goofy: Riding southpaw, with the right foot facing in front.

Jib: The act of riding on something other than snow, such as logs, rocks, rails and anything else that's in your path.

Bone: To straighten one or both of your legs while riding.

Sick: An expression used to describe something exceptionally good.

Stomp: Making a good solid landing.

Fakie: A term for riding backwards.

Twin Tip: A board which is shaped so it can be ridden both ways.

Henchmen of the Apocalypse!

X-Men vs Street Fighter brings TRUE arcade quality to the Saturn... as well as the world's deadliest martial artists and super heroes! It's the battle royale you've all been waiting for and SSM has got it first. RICH LEADBETTER gets very excited indeed...





Arcade perfection is finally ours! The 4MB cart takes Capcom titles into the next level. *FEEL* THE POWER!

Every now and again a game comes along that completely redefines your expectations of the Sega Saturn. Sega Rally, Sonic R and Virtua Fighter 2 are three such titles - amazing games all, they managed to push back the boundaries of Saturn gaming. X-Men vs Street Fighter does the same. And it does it with stunning style.

It's all down to the much vaunted 4MB RAM cart upgrade that we've been telling you about for the last few months. The extra memory makes the Saturn capable of performing miracles. In a stroke, the new cart achieves the following.

1. Near Instant Loading
X-Men vs Street Fighter loads extremely quickly. Not bad at all considering that it's handling at least twice the amount of data as Marvel Super Heroes and takes a fraction of the time to load it.

2. Arcade Perfect Animation
Sure, Marvel Super Heroes and X-Men look arcade perfect in screenshots. But when you see the games move, you see frames of animation missing. Not so with this new game. It's amazing. It's like watching a work of art. It's all pretty splendid.

3. No Slowdown
In Marvel Super Heroes, Juggernaut versus Juggernaut on Blackheart's background was almost painful. Not so with X-Men vs Street Fighter. No matter how big the sprites there is NO slowdown. None at all - it's just stunning to behold a game move like this...

In one fell swoop, Sega and Capcom have done the impossible. They have made the perfect arcade conversion possible. The mind boggles when you consider what the Saturn is now capable of. In the short term it means more 2D fighting games... but fighting games with such style and elan you really believe that you are playing the arcade version. And with this potential at the system's disposal, who knows what Sega themselves could do?

WHAT'S THE STORY

Okay, so we're excited about X-Men vs Street Fighter. But it's just another fighting game, isn't it? And isn't Marvel Super Heroes a better game conceptually anyway?

It's difficult to argue with either of these points. I readily admit that I think that Marvel Super Heroes is Capcom's greatest 2D fighter I've played. And the Saturn version is awesome, it really is.

But X-Men vs Street Fighter looks, plays and feels just like the original arcade version - it is identical. And maybe it isn't as good as Marvel Super Heroes as a game, but it's really a close call. And this translation is much classier than MSH thanks to the extra memory.

It's a watershed game - there has never been anything that's got as close to the coin-op before, and even if you don't like X-Men vs Street Fighter you can salivate over the forthcoming goodies this upgrade now makes possible. Street Fighter 3 any one?

A UK RELEASE?

Sega Europe are as keen as we are to get X-Men vs Street Fighter available over here. The chance to get exclusive Capcom games on the Saturn is a chance they are not too keen on missing, and having evaluated the finished software at the end of October they decided to go for it and release X-Men vs Street Fighter over here. Now it's in the hands of the Japanese, so we'll be keeping you posted on the latest developments as and when they happen...

>>



TEAM BUILDING

The big deal about X-Men vs Street Fighter (and the reason the game demands the extra RAM cart) is the fact that you don't take one character into battle - oh no, you choose TWO! This is pretty good news actually as any one who's read the comics will know that the X-Men are all about team work. True, you only control one fighter at a time, but you can switch between them at will and produce all manner of stunning attacks using both characters at once! It's here that you begin to see some awe-inspiring visuals.

It also makes the rules of the game different than Street Fighter. There is no "best of three" rounds scenario here. The aim is to drain the energy bars of BOTH your opponents. And that's... that. When one foe is defeated, his pal is automatically drafted in and the action continues!

SWITCH FIGHTERS!

You can swap between your two fighters at any chosen point, simply by pressing the heavy punch and kick buttons down simultaneously. Your second character automatically leaps into the melee with an attack whilst your first jumps into the background. As a quick test we chose the two biggest characters (Juggernaut and (arguably) Sabretooth) and swapped them both simultaneously! Despite the game handling four enormous sprites, there was NO slowdown whatsoever!



The true test: four enormous sprites on-screen at once... and NO slowdown whatsoever. This game is amazing!







TEAM SUPERS!

The most spectacular action in the game occurs when you bring about a Team Super attack. This is achieved with a fireball motion towards the opponent in conjunction with the heavy punch and kick buttons. BOTH characters perform their trademark Super attacks simultaneously, incurring hideous amounts of damage on your opponents. Some characters even perform all-new supers which they can't do on their own (Ken has a super fireball for example).

There is a price to be paid. You require a level two super gauge to pull off one of these manoeuvres meaning that a lot of time is spent building up the energy. But the devastation wrought is beyond belief.

TEAM COUNTERS!

Team counters are easily achieved. Whilst your fighter is blocking move the d-pad from back to down and press the heavy punch and kick buttons together. This blocks the attacking move and your second character leaps on to counter. Not bad at all...



Rogue blocks Chun-Li's hit as Gambit jumps on to counter her attack. Good eh?

ENTER APOCALYPSE!

In all previous Capcom fighting games, the last boss has always been a fighter similar in concept to the one you are controlling. And you can usually "be" them too, as the boss codes in Marvel Super Heroes so successfully demonstrated. The firm have gone for a completely different approach with X-Men vs Street Fighter, introducing an enormous screen-high boss in the shape of the fearsome Apocalypse!

In the comics, Apocalypse is supposedly a mutant who has been around since the days of the Pharaohs, originating in Egypt thousands of years ago. But he did not die. Instead he realised his vast power - being able to reshape himself in any way he chooses. Realising that he is indeed the lord of all mutants, he employs a philosophy of "survival of the fittest", culling weak mutants and only letting the strong survive. Hence his numerous meetings with the X-Men over the years.In the game he decides to become utterly enormous, changing his hand (yes, his hand) into many different tools with which to kill the attacking fighter.

Apocalypse is an impressive enough sprite, but you'd think that someone who's been around this long and has an intellect as vast as his would put up a bit more of a fight... oh well!







HIDDEN FIGHTER: AKUMA RETURNS!

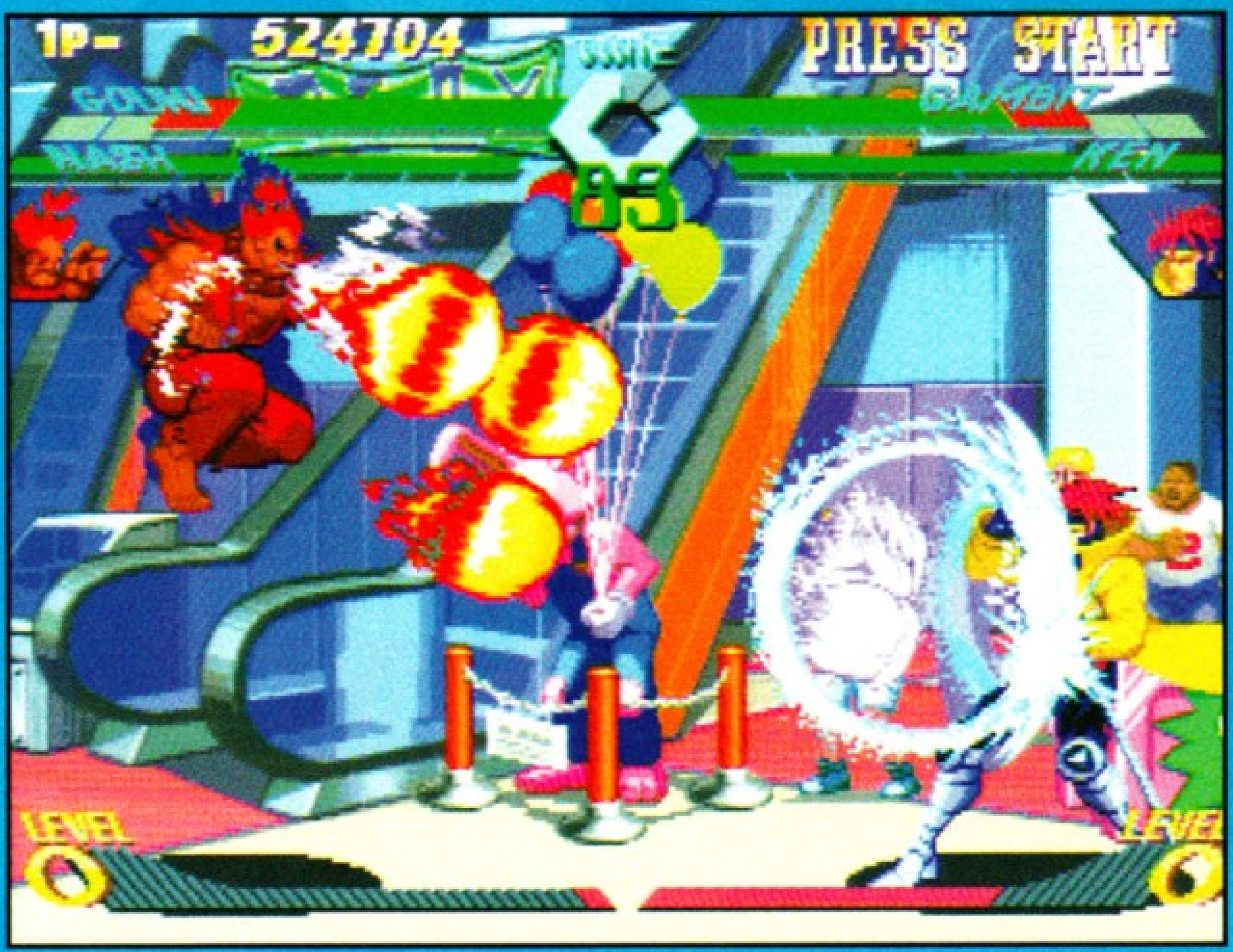
Since his debut in Super Street Fighter II Turbo, the world has trembled at the presence of Akuma (known as Gouki in Japan). Obsessed with Ryu, this character has lurked in the shadows, following him around the globe, anxious to see if the lead Street Fighter really is the greatest fighter ever. However, the antics of the X-Men have aroused Akuma's attention (he cropped up as a secret character in Capcom's X-Men: Children of the Atom) and so it's no surprise to see him in the thick of the action in X-Men vs Street Fighter!

Accessing Akuma is simplicity itself: on the character select screen, move to the top row of characters and press UP again. You'll see a new character square pop up with Akuma in it. Just press your button and he's yours. It couldn't really be simpler.

Akuma's more powerful than ever before. For one thing, you don't need a full level three power bar to access his super-harmful Instant Hellish Death Strike. He can do it with just a level one bar! Combination-wise, he remains the powerhouse that ever he was. Truly he IS the Master! But only the master of evil. Still, what's wrong with that eh?

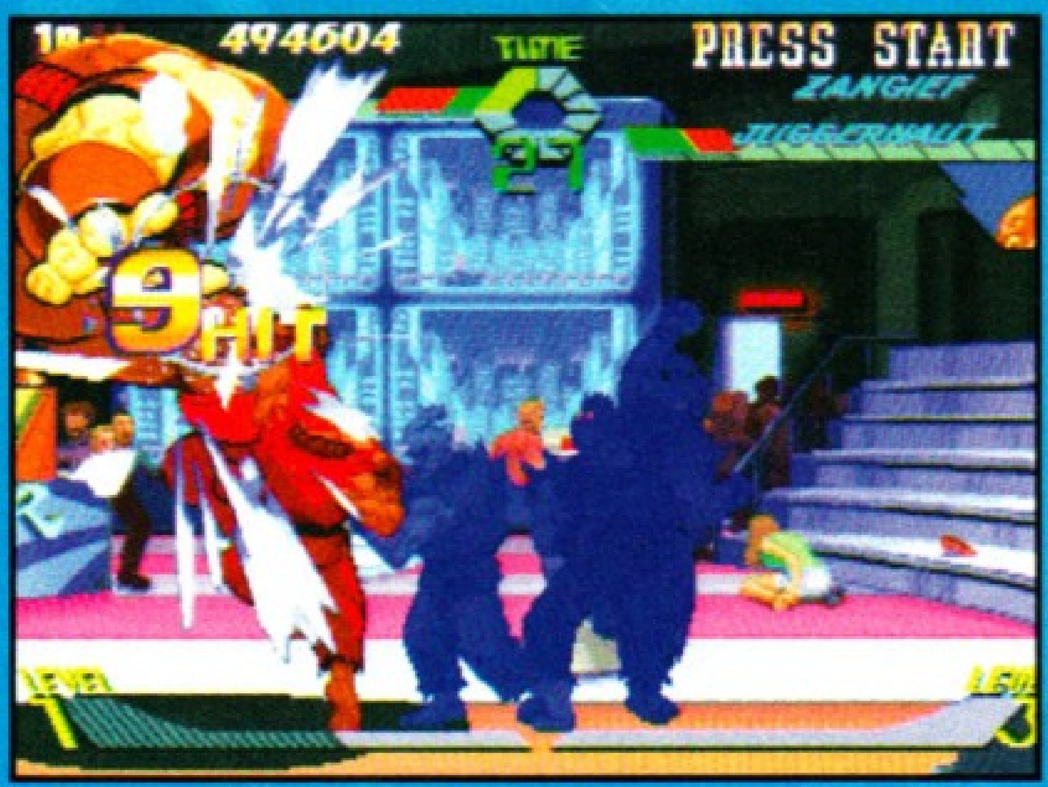


Akuma: also known as Gouki, this fighter has tapped into mystic power that makes him a match for the fearsome Wolverine in terms of fighting technique! Truly he is Power Made Flesh!









At close-range, Akuma's multiple dragon punch super inflicts tremendous amounts of damage. That's gotta hurt...

Akuma's fireball is the perfect finish to a chain combination! Cool...









Above: Akuma's Hellish Death Strike can be activated with just a level one power bar!

THE 4MB CART: Q+A SPECIAL!

Now we've got our hands on the 4MB RAM cart which you need to play X-Men vs Street Fighter, we can finally lay to rest all speculation concerning this upgrade.



1. Do you need to buy a new cart with every game that supports it?

No - it's RAM (as opposed to the ROM cart used with King of Fighters 95). This means that the same cart that runs X-Men vs Street Fighter can also be used with the forthcoming Vampire Savior and Marvel Super Heroes vs Street Fighter! Huzzah!

2. Can you use the cart with games that use the old 1MB cart?

You betcha! We tested it out with Marvel Super Heroes and found that extra animation was given, just as with the old 1MB cart. Additionally, all SNK titles (like the ace Metal Slug) require the extra RAM and they all work perfectly with the new cart...

3. Does X-Men vs Street Fighter work without the cart?

Nope. The game demands huge amounts of memory, which is why it's hugely unlikely that this TOP game will ever appear on PlayStation. The cart's a MUST.

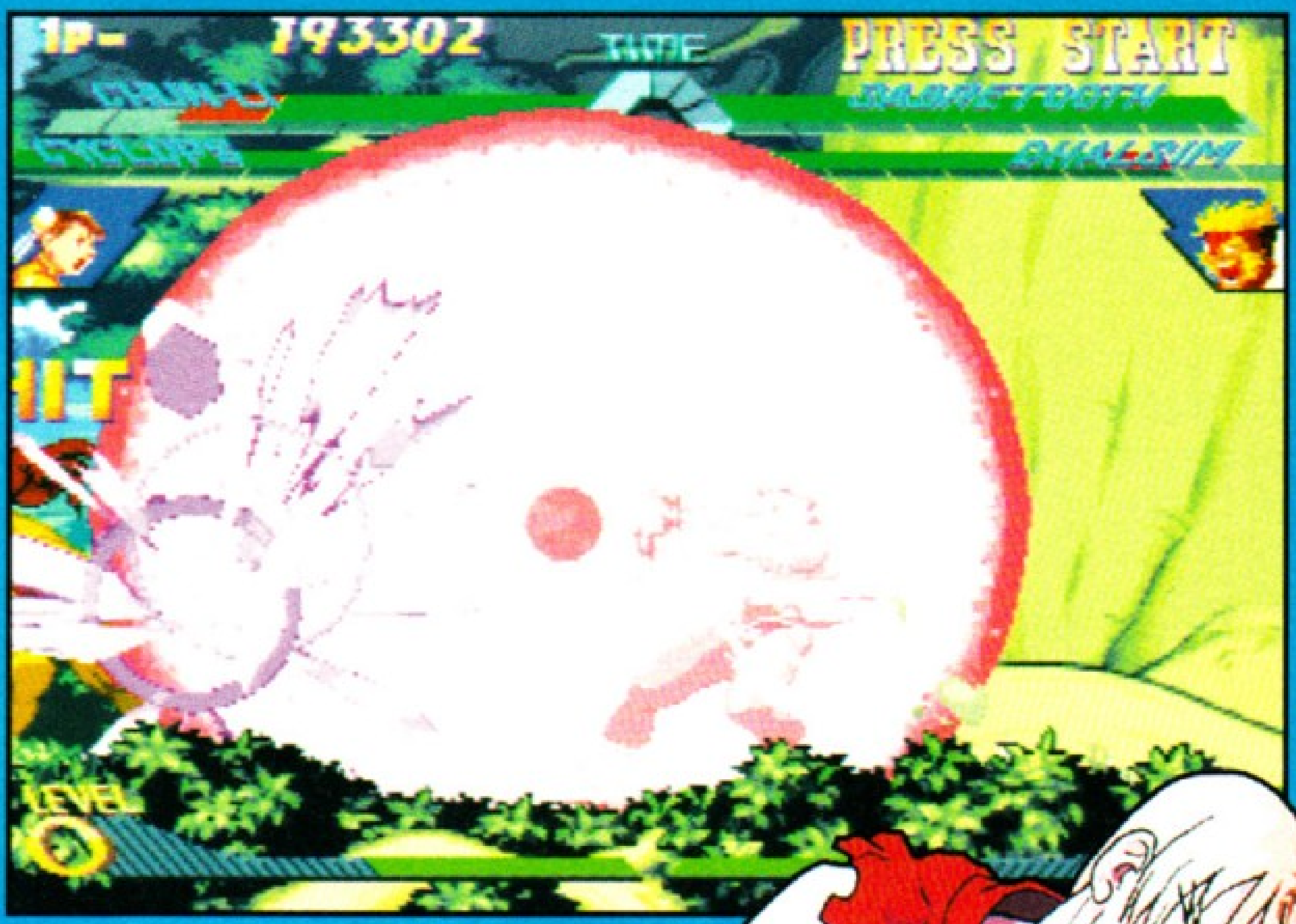


The 4MB cart allows 100% animation from the coin-op. Even with huge characters!



CHUN-LI

The beautiful Chinese girl always specialised in speed over power in Street Fighter. In this game, she retains her turn of speed and the game system used in X-Men vs Street Fighter makes this even more of an advantage. She also has a vastly powerful super fireball - Chunners creates an enormous plasma ball in front of her which fries her opponent with vast damage incurred!







KEN



Ken's fireball fries Zangief...

Ryu's old sparring partner arrives in X-Men vs Street Fighter at a similar level to Ryu in that he has the same special moves, albeit with some seriously impressive special effects. Ken's flaming dragon punch truly is spectacular - the on-screen conflagration when this move connects is most impressive indeed... as are his various super moves!







Ken's flaming attacks bring down all opponents!



CAMMY

In Street Fighter lore, Cammy used to work for the evil M Bison before joining up with the British Government. This game actually takes place during this era, so you see her wearing the uniform of one of Bison's goons. She's so fast, she literally turns into a flash of light when she uses his cannon spike or cannon drill attacks.





Cammy's specials now benefit from extra special effects!





CHARLIE

Sorry Capcom, we aren't fooled. Charlie's always been a low-powered version of classic SFer Guile. He has all the same moves (somersault flash kicks and sonic boom projectile attacks), but not as much combo potential. But his supers look spectacular...





ZANGIEF

Capcom's answer to the X-Men's Juggernaut is a vast, lumbering fighter armed with a range of throws, piledrivers and lariats. The emphasis here is on the power of his attacks - his renowned spinning piledriver attack causes a small explosion when he cracks his opponent's head onto the ground! A cool character but could he be out-classed here?







Double lariat action with Russia's mega wrestler!



DHALISM

Like all of the slower Street Fighters, the huge increase in pace in the game system really makes Dhalsim a far better fighter. Capcom have also included a couple of new moves for the stretching yogic master, allowing him to take out jumping opponents with his yoga fire. Dhalsim also appears to have consumed vast amounts of lighter fluid, producing huge flumes of flame! His limb extensions remain as effective as ever.

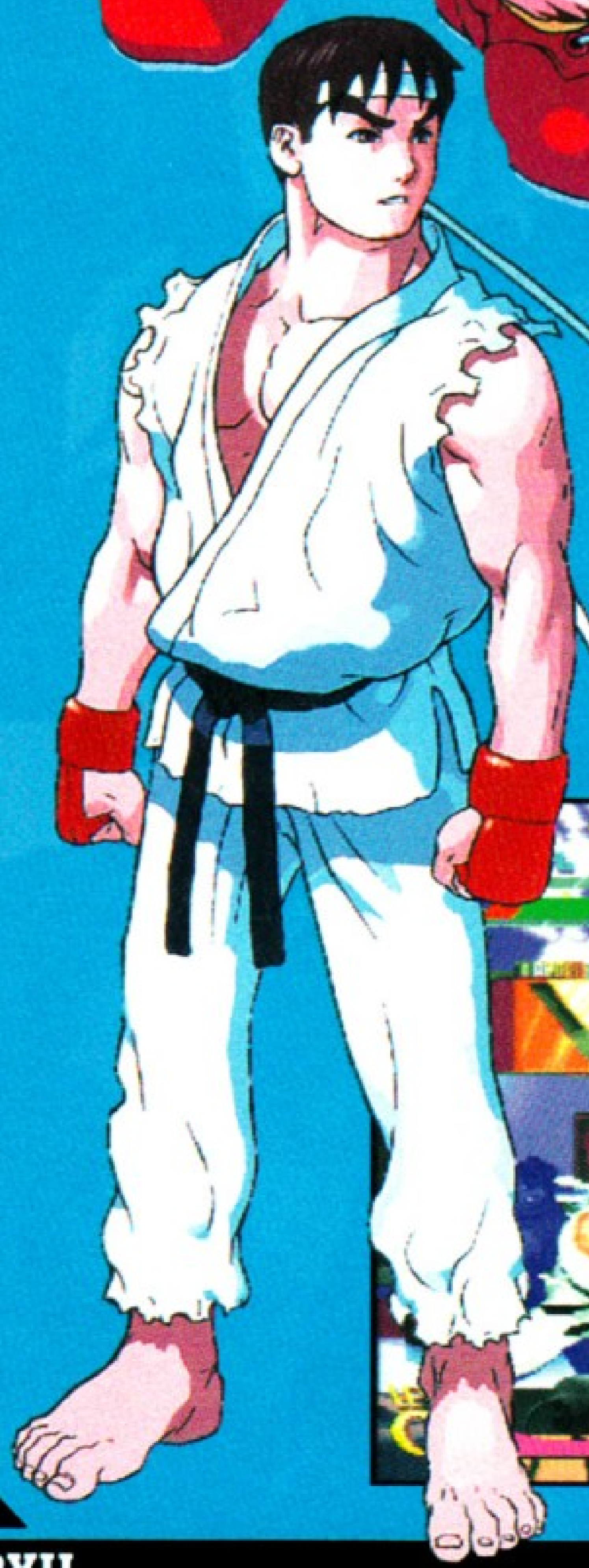




Flame on! Dhalsim gets toasting!













M Bison's Psycho Power gives him spectacular power in this new title!

M BISON

The dark lord of Shadowloo and master of the Psycho Power returns with a new agenda - that being to use the mutants for his own evil ends. Bison was always a bit slow, but the transition into the X-Men control system gives him a real mobility that makes him even more powerful. Truly a fighter to be scared of...



Bison's psycho torpedo inflicts spectacular damage.

RYU

The ubiquitous World Warrior returns! Ryu has the same special moves he's had since Super Street Fighter II Turbo, only they've been seriously jazzed up! His staple attack, the fireball, is vaster than ever before and his super fireball matches Cyclops' X-Attack in terms of sheer on-screen presence. Additionally, he can perform any of his special moves in mid-air too!





Ryu's overhead attacks are cool for beating up ducking fighters.

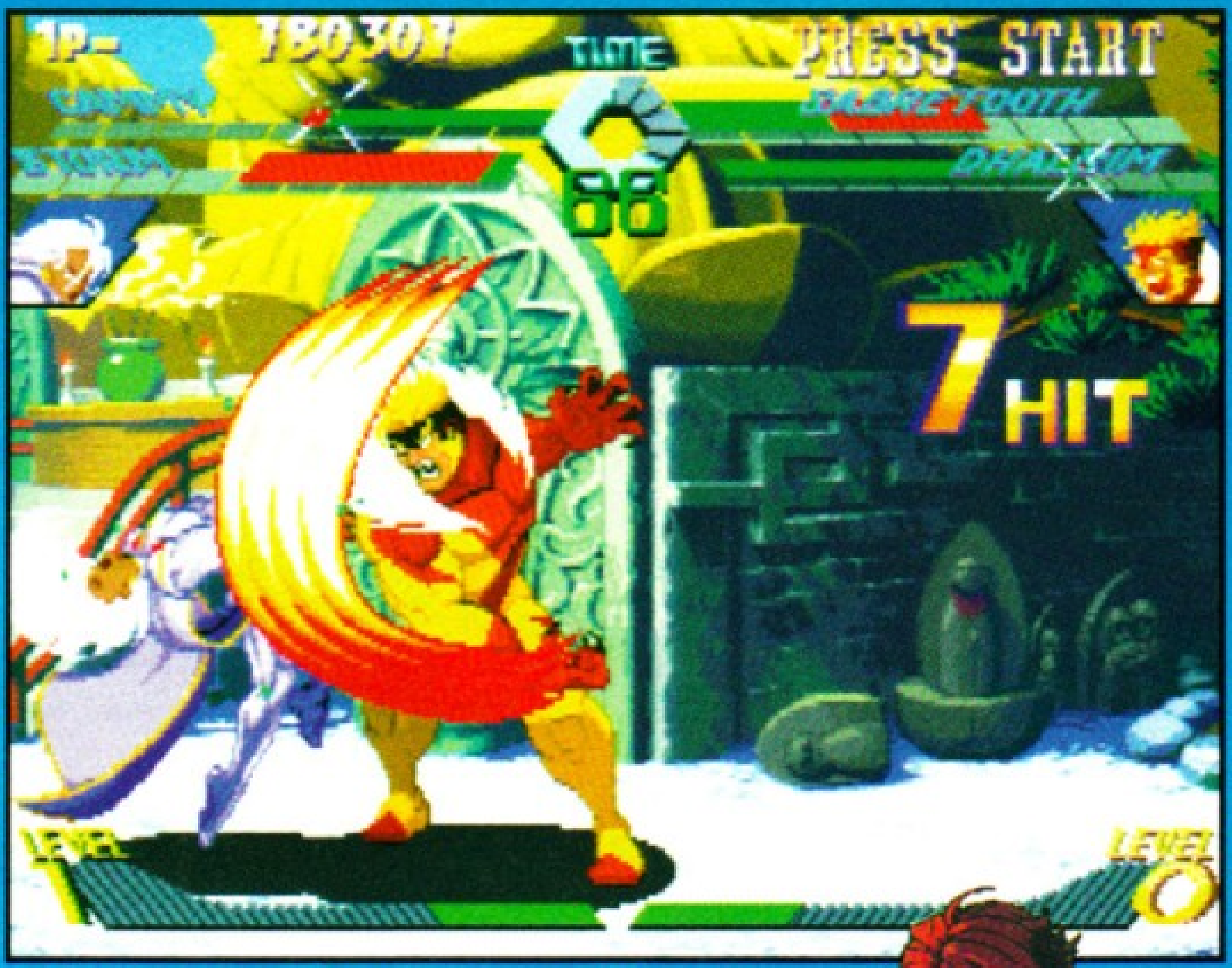


SABRETOOTH

Take Wolverine and remove his unbreakable adamantium skeleton. Replace that with more muscles, sharper claws and a unfeasibly psychotic demeanour and you have one seriously deranged fighting powerhouse. Like Wolvers, he can string huge amounts of hits together with little effort. But the trade-off is a slower lick of speed...







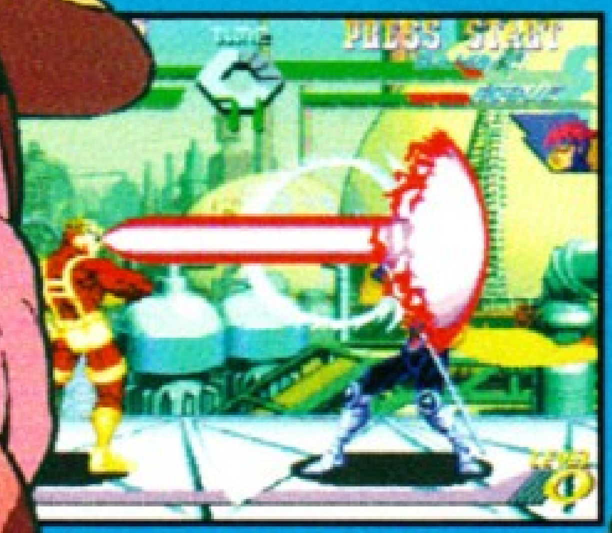
He's got claws and he knows how to use them...



CYCLOPS

Leader of the X-Men, Cyclops is a near-Olympic level athlete and trained martial artist. But his real power comes from the concussion rays that are his legendary optic blasts. He can fire these in just about any direction (and with a new move he can reflect them off the ground!). Still very much like Ryu in that he has his version of the epoch-making dragon punch - the gene splice. His style isn't as refined as Ryu, but his firepower is better.





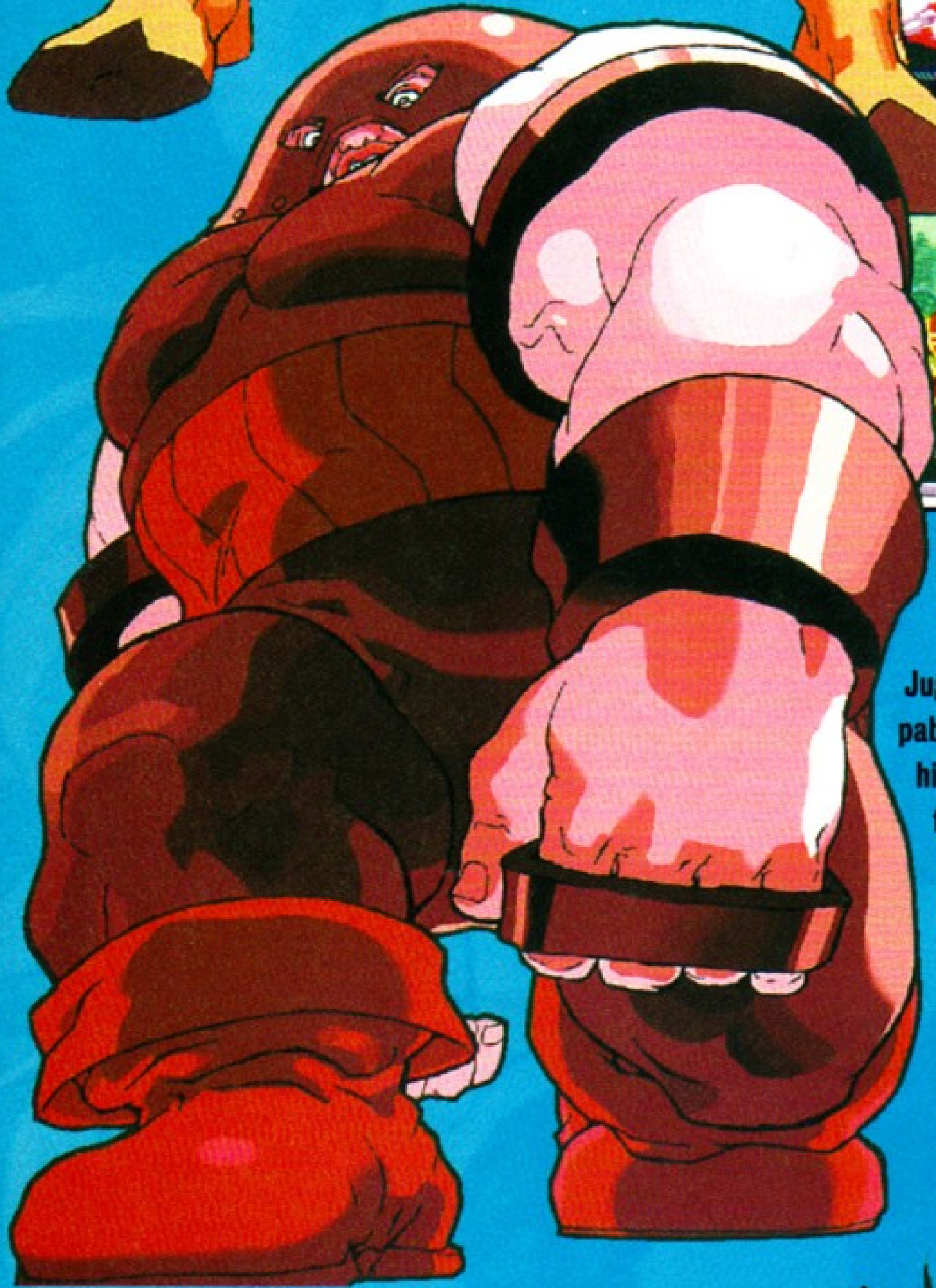
Optic blast! Cyke gets mad!







Juggernaut (left) is as unstoppable as ever he was. One of his arch-enemies happens to be a scrappy mutant known as Wolverine (right). Fight!





WOLVERINE

Quite possibly the cheesiest character ever to issue forth from a Capcom game, Wolverine's sheer speed and ferocity coupled with the easiness of his special moves makes him a great player. He's been toned down even more since Marvel Super Heroes, making him more of a balanced fighter.

JUGGERNAUT

All right, he might not be quite as unstoppable as he is in the comics (as if Chun-Li would stand any chance of even irritating ol' Juggy!) but you can't deny this character's power. He's big. He's really big. And immensely powerful - there's no doubt that he is the strongest character in the game. Juggernaut's a handful all right... and that's without choosing a team-mate for him!





Juggernaut: he's not taking any crap. Not even from M Bison.







Wolverine has been in every Marvel game to date. And he's probably in the new Marvel vs Capcom.



MAGNETO

The mutant master of magnetism might be quite slow in movement, but the powers he possesses allows him to strike at range. Whatever the occasion, Maggy's superb combination potential makes him an unconventional, yet superbly powerful fighter. And he happens to wear a really cool costume.





STORM

Storm is the mistress of the elements, allowing her to take on opponents with an array of tornado and lightning based attacks. She's also capable of flight, giving her the opportunity to strike with impunity at her opponents who might not even be able to reach her! Cheesy? Perhaps...







Cue inevitable "breaking wind" gag.

GAMBIT

New character alert! Gambit's mutant powers allow him to charge objects (specifically his deck of playing cards) with kinetic energy, building them up in power until they explode. He's also a highly skilled peak human athlete and trained in the use of his extending staff, which he bludgeons his opponents with. An intriguing fighter...





Agility and stick mastery: that's Gambit for you.





The power-sapping Rogue makes her debut right here!

ROGUE

The X-Men's southern belle has mutant abilities which allow her to sap the powers of those she touches. She also permanently possesses powers she stole from Ms Marvel, giving her the ability to fly, limited invulnerability plus sizeable superhuman strength.



Battle Royale!

X-Men vs Street Fighter: What Would Really Happen?

Capcom have thrown down the gauntlet in X-Men vs Street Fighter, daring to suggest that their very own World Warriors have the power and the skill to take down some of the most powerful super-types from the Marvel Comics series. In the game, the Street Fighters get off lightly in our opinion, but what would happen if the tables were turned with Ryu and company appearing in an X-Men comic? Here's where you find out.

CYCLOPS VS RYU



What's the deal? Both men of honour, both on the edge of physical perfection. Ryu's martial arts skills are clearly better than Cyclops', but whereas Ryu slings fireballs, the X-Man unleashes concussive optic blasts that can pulverise mountain sides!

What happens? Unless Ryu gets at Cyclops when he's asleep (or preferably in a coma), this fight's gonna be over before it's really begun. All that Cyke has to do is look at Ryu and one optic blast later, the fight's over





The Winner: Cyclops

GAMBIT VS KEN



What's the deal? The two "pretty boys" of their respective corners, Ken's a brilliant martial artist whose special skills usually end up with his opponent on fire. Gambit's a master athlete, fighter and lobs kinetically charged cards around with gay abandon.

What happens? Curiously, Gambit's mutant powers also include a heightened sexual attraction to women. So by the time Ken recovers from the combination of fists, exploding playing cards and a pole to the nuts, the ragin' cajun would be well on the way to laying down a royal flush with the street fighter's missus, Elizabeth (insert your own pair of aces gag here).





The Winner: Gambit

JUGGERNAUT VS ZANGIEF



What's the deal? Zangief's the world's greatest wrestler with vast strength. Juggernaut's had buildings dropped on him, iron girders lobbed at him... Spider-Man even drove a petrol tanker into him (and it exploded). Juggy emerged without a scratch.

What happens? Zangief can't even lift Juggy, let alone perform a "spinning piledriver". Wrestling bears in his native Russia is one thing, but taking on a super-villain who can lift one hundred tons above his head with his bare hands is tantamount to lunacy. Let's face facts: Zangief's just pissing into the wind with this one. As soon as Juggernaut notices his presence the former-USSR's greatest warrior will be reduced to a bloody splat on the pavement in record time.





▲ Juggernaut vs Zangief... first of all Juggy would actually have to notice the SFer's attacks!



The Winner: Juggernaut

SABRETOOTH VS DHALSIM



What's the deal? Dhalsim's the yoga master with the stretchy limbs and the imflammably bad breath. Sabretooth's a savage maniac with superhuman strength and healing capabilities. He's basically a stronger version of Wolverine. And he is quite, quite mad.

What happens? Sabretooth's tearing poor old Dhalsim to bloody shreds before you can say "yoga fire". By the time all the other fights are over, Sabretooth's dabbing up the yogic one's remains with the last of his crusty bread and using his stretchy skin as chewing gum.





The Winner: Sabretooth

ROGUE VS CAMMY



What's the deal? Rogue can sap powers, fly, and possesses superhuman strength. Her skin's tough enough to blunt knives. Cammy on the other hand, is a good fighter with a VERY tight costume. Er, and that's it.

What happens? Cammy's still in the employ of the mighty M Bison and quickly realises that she's no match for the X-Man on her own as super-powered blow after blow whistles past. Cammy's plan is to lure her opponent into the path of M Bison, whose Psycho Power quickly overwhelms the mutant (no we don't believe it either).





The Winner: Cammy (yeah right!)

WOLVERINE VS CHARLIE



What's the deal? Wolverine is the ages old canuckle-head possessed of a mutant healing factor, enhanced senses, near-superhuman strength and unbreakable metal bones. Charlie's just like Guile from the original Street Fighter 2, only not as good.

What happens? Wolverine has been trained in every combat principle on the planet, including Charlie's combat karate. Thanks to his enhanced reflexes he pretty much knows what Charlie's going to be doing before he does. Suffice to say, there's only one two-legged participant in this particular arse-kicking contest.





The Winner: Wolverine

STORM VS CHUN-LI



What's the deal? Storm has total control of the elements, Chun-Li's good at martial arts and can throw the odd fireball. And she does this great thing where she turns upside down and spreads her legs and spins about wildly. But not in this game.

What happens? Provided that Storm hasn't been blind-folded or drugged, we're in for little entertainment with this one. The most time is taken up by Storm deciding which way to dispose of the Street Fighter: should she electrocute her or freeze her to death? Or just send her flying on her way with an enormous tornado? Decisions, decisions...





The Winner: Storm

MAGNETO VS M BISON



What's the deal? The evil custodian of Psycho Power meets up with mutant master of magnetism! In his day, Maggy was the most feared opponent of the X-Men, at one point fusing every electrical circuit on Earth with an electromagnetic pulse of global proportions. The feared Bison's reputation speaks for itself. He is Evil Incarnate.

What happens? Magneto is one of the most powerful mutants on Earth. But he is a man haunted by tragedy and prejudice - just the sort of material that Bison's feared Psycho Power uses to turn his foes into gibbering wrecks. Even if Maggy's iron will fends off the Psycho onslaught, he wouldn't stand a chance against Bison's close-up fighting skills. Magneto's out for the count.





The Winner: M Bison

RESULTS

X-MEN: 6

STREET FIGHTERS: 2

It's a hard day of endurance, calamity and woe for Capcom's finest as the X-Men wipe the floor with the plucky Street Fighters. What makes it even worse is that all of them combined wouldn't even slow down ol' Juggernaut (well, maybe he might get a bit "distracted" if Chun-Li and Cammy invented a few new "special" moves).

Adding insult to injury is the fact that in the comics none of the X-Men truly die (they tend to "get better" when sales fall). So even if the SFers did triumph, Marvel's finest would be back in a few issues any way. But still, usually in the comics there is more of a plotline involved instead of just hardcore fighting, so maybe the cunning nature of M Bison could conceivably win the day. Hmmm.

What do you lot reckon any way? Have we got it completely wrong? And just who should the Street Fighters challenge next? EastEnders vs Street Fighter? Star Trek vs Street Fighter? Let us know!





Exclusive! AM3 interview

SSM always brings you the interviews other magazines only dream of, and this month is no exception. Dino-dude WARREN HARROD reports.



Above: The master of monsters: Mr Shinichi Ogasawara, Director, Planning & Direction Section, AM R&D Dept #3.

SSM Were you approached by Universal Studios to produce the Lost World game or did you just take the initiative yourselves?
AM3 The idea for the game didn't come from Universal Studios. Someone at Sega decided that with the movie coming out they wanted to do something with it. I have the feeling that it was a company decision from someone at the top. We then asked Universal Studios to let us do it and they gave us the permission to go ahead.

SSM How closely did you work with the the movie's creators?
AM3 We hardly had any communication with them at all. We mostly worked together with the people in charge of promotion.

SSM Did you meet any members of the film crew?
AM3 Yes we did. About five of us went to America and visited Universal Studios. That's where we met Stan Winston. He developed all of the make-up for the live action dinosaurs. We were allowed to see the sets and we saw some of the full size Velociraptors as well.



SSM Because of the Lost World licence with Universal Studios, were there any restrictions as to what you could or couldn't include in the game?
AM3 Well, we weren't allowed to show any blood. With regard to the dinosaur movements or the actions of the characters there weren't any restrictions. However, from the beginning it was made clear that we couldn't kill the dinosaurs by shooting them so we had to tranquillise them instead.

SSM The game isn't exactly the same as the movie. How did you decide which scenes and characters from the movie to use in the game?
AM3 In the beginning we didn't have any information about the movie. We started out from just the original script. Using this we picked out all the parts that we thought would make it into the final movie. Then about three months before we finished the software development, various materials came in and we added extra details.

SSM Were you under pressure to finish the game in time for the movie's release?
AM3 It was very difficult. We started the development about a year ago and created everything from scratch. At that time we hadn't even decided what kind of game it was going to be. All things considered it was a battle against the clock to finish it in time.





▲ AM3's attention to detail is staggering. Check out the Model 3 in action!



▲ The final stages of the game pit players against the fearsome T-Rex. Can you stop this dino's destructive rampage through San Diego?







Check out these amazing screenshots from The Lost World Special, AM3's new coin-op extravaganza!

The Lost World Special is housed in a huge hydraulic cabinet and currently can only be found in larger Japanese arcades such as the mighty Joypolis.

SSM Has Steven Spielberg seen or played The Lost World game yet?
AM3 Sega of America gave him an arcade cabinet as a present! However, we haven't heard anything about his impressions of the game. He actually came over two years ago to visit Sega of Japan and brought his children with him.

SSM Did AM3 have any contact with Industrial Light & Magic (ILM) with regard to any aspect of the CG effects or did you model the dinosaurs yourself?
AM3 We had planned to visit ILM, but they were still very busy creating all the special effects for the movie at that time. So instead we decided to meet up with Stan Winston. We didn't use any of their CG data at all. We created everything ourselves from scratch.

SSM Which were the most complex dinosaurs to design?
AM3 With regard to the dinosaurs' motion, the most difficult was probably the Velociraptor. It's very fast and evil so we wanted it to look cool even when it was hit. And of course the T-Rex was a fan favourite in the office. As the main dinosaur we had to make it look impressive. We spent a long time thinking about how we could make it look frightening.

SSM The game contains two dinosaurs that didn't appear in the movie. Such as the Deinosuchus and Carnotaurus. Could you tell us why you decided to create these particular dinosaurs?
AM3 We definitely wanted to have a water-based dinosaur. We considered having a creature like the Loch Ness Monster, but decided that trying to hit a long, thin neck could be a little awkward. As for the Carnotaurus, this chameleon-like dinosaur actually appears in the original Lost World script. We were expecting ILM to create this cool creature so we included it in the game.

SSM The game doesn't exactly follow the same story as the movie. How did you decide to structure the game's stages?
AM3 First of all, we took only the action scenes from the original script. After that we wanted some variation between the stages. We constructed them so that there was a wide variety of scenery in each level.

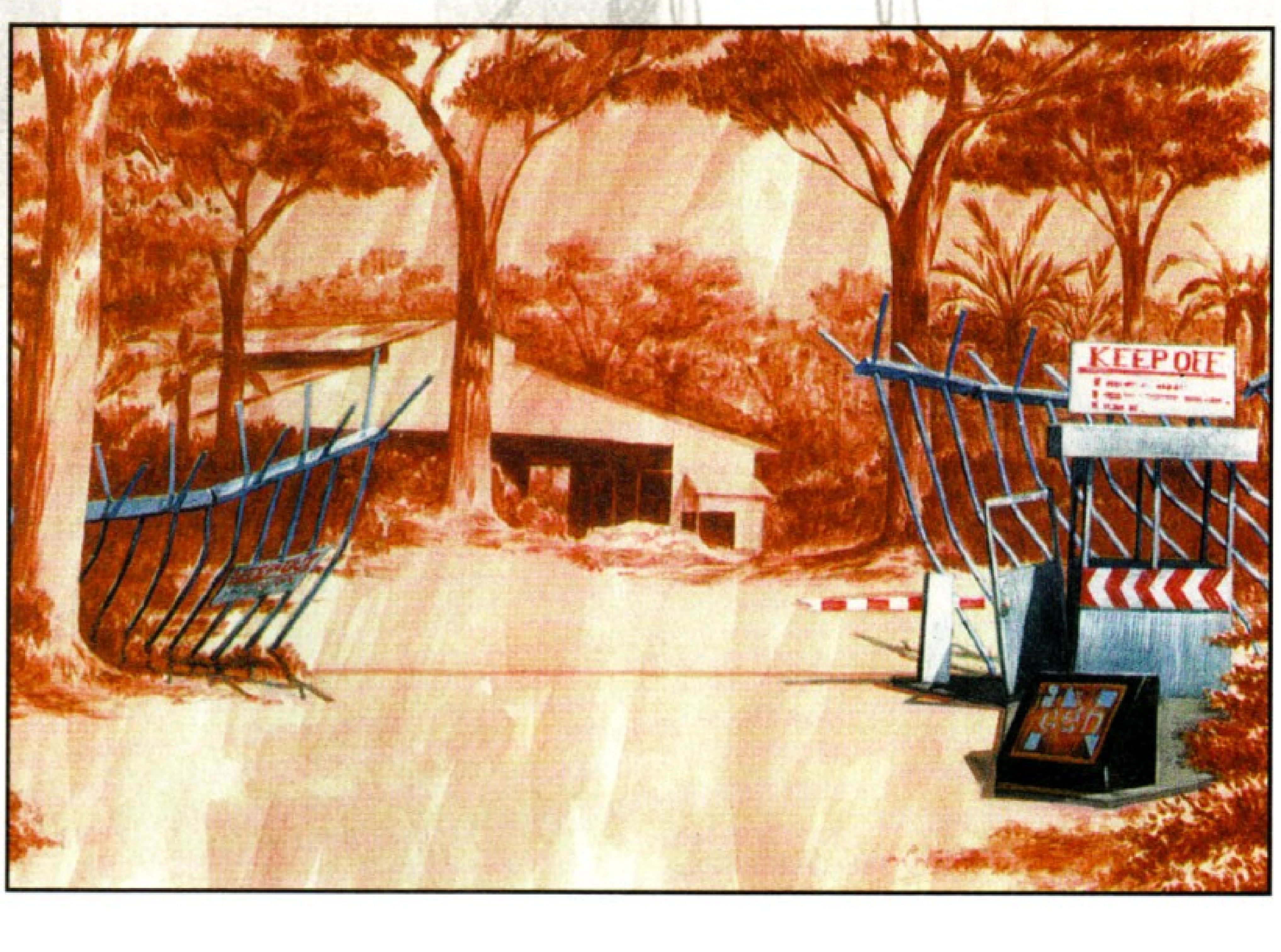
SSM AM3 also produced the first Jurassic Park coin-op. How have you varied the gameplay and challenge in the sequel?
AM3 Compared to the first game we wanted to create a game with more tension. The last game was just continuous shooting. In addition, Jurassic Park used a fixed machine gun like the one used in Rail Chase. This time we wanted to use a free type gun that you could pick up and move around.

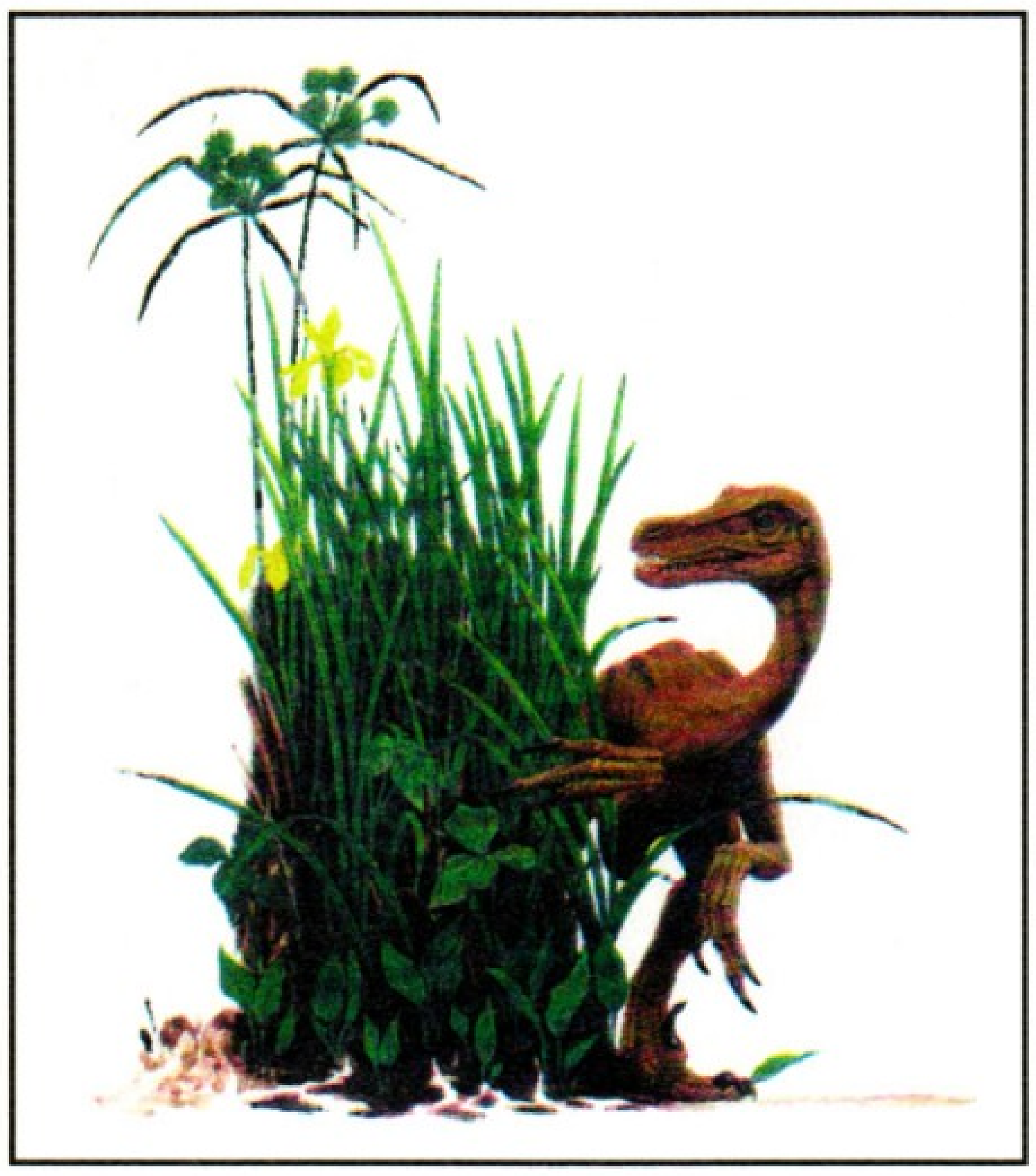
SSM Is the one player game any different to the co-operative two player mode in regard to the routes, difficulty or the type of dinosaurs encountered?
AM3 Not at all. In the beginning we had planned to do this but we didn't have enough time to do it. However, depending on whether your playing alone or with a friend the aim of the game is different. For the solo player the aim is to get the highest score possible, but for two players you're really aiming to cooperate together to overcome the obstacles.

SSM In The Lost World arcade game, two players can help each other when in trouble. Could you please tell us why you included this feature?
AM3 This feature has already appeared in Die Hard Arcade. Having gone to all the trouble of creating a two player game we wanted to have a method whereby they could cooperate together.

SSM Did you have any similar ideas that you were unable to put in the game?
AM3 First of all we considered having the player being grabbed

Below: Working on a tight schedule, AM3 still managed to design levels inspired by the movie's sets.



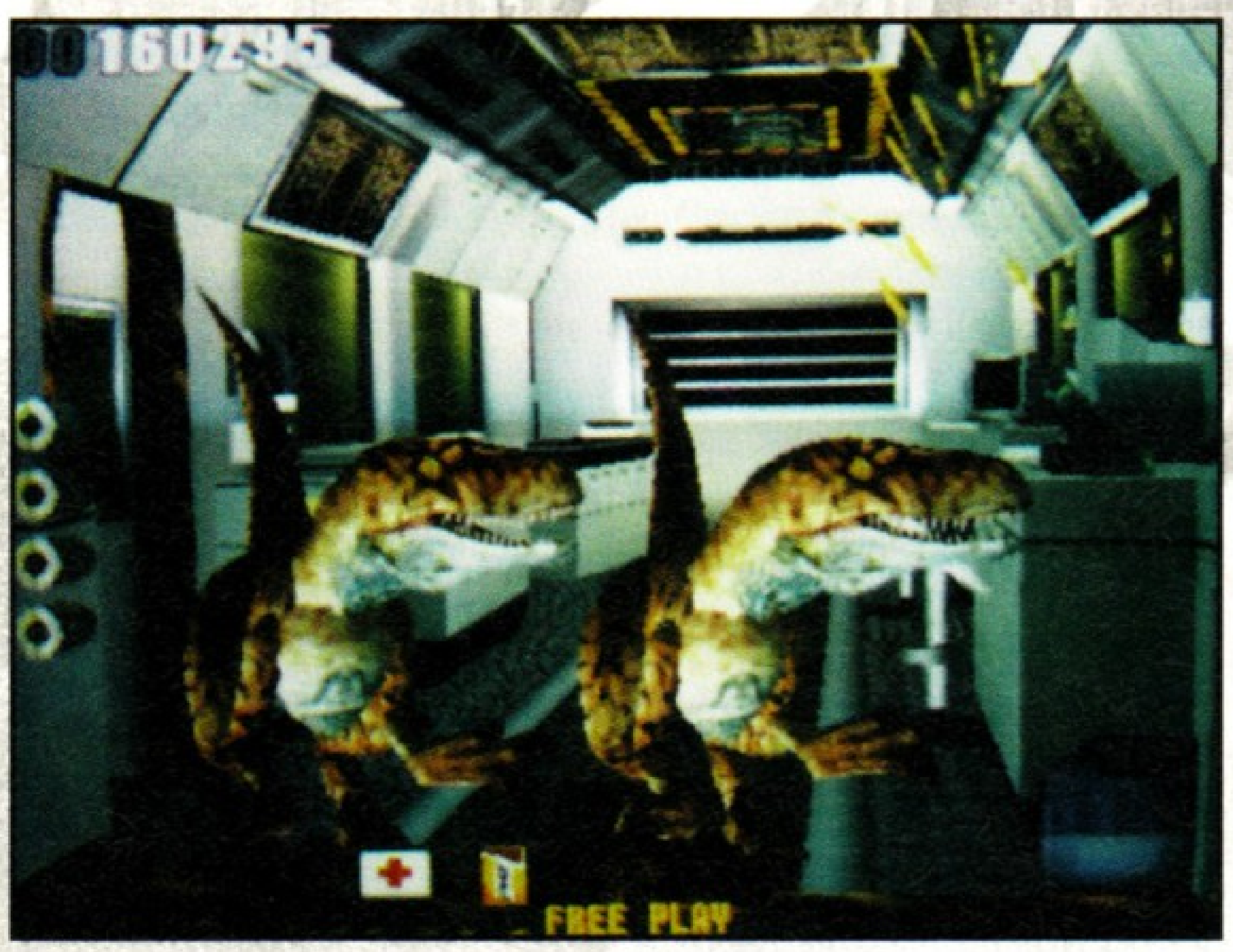


and pulled by a Velociraptor when they attacked. However, it was a little difficult to understand so we rejected it. It was better to use just the big dinosaurs for this because they don't have to move as much. We had loads of other ideas that we wanted to include but couldn't because of time constraints. A few of these ideas have been included in the Lost World Special game.

Q. Tell us about Lost World Special. How is it different from the basic Lost World game?
A. First of all, we've improved the hardware. We're now using a huge 80 inch projection screen and much better speakers. The cabinet also has some great new features. We've built recoil into the guns and the seats rotate and rock from side to side. In addition a blast of cold air shoots out at players so that when the T-Rex roars, you can actually feel its breath. The game has been rewritten so that it's closer to the film's story. The original Lost World sticks pretty close to the movie, but Lost World Special is even closer. We've moved the stages around so that the game starts with the trailer scene that used to be the start of Stage 4. From there you can choose either the Jungle route or the Lakeside route to the InGen lab. Most of the original game is there, but we've cut out the Carnotaurus. The final stage is now the San Diego T-Rex scene. Gameplay is the same except that there's just one life bar for both players.

As ILM's initial production sketches were unavailable, AM3 took the initiative and designed all of the dinos themselves. That's talent!

SSM What is the concept behind the unique "Shock Wave Theatre" arcade cabinet?
AM3 In the beginning it was AM4's idea to produce a movie theatre type cabinet with 3D sound. However, at that time there weren't any suitable games to showcase it. Anyway, by chance it was decided that we'd do the Lost World game, which is very movie-like, and someone thought that we could use the cabinet for this.



The Velociraptors are essentially cannon fodder. They appear from out of nowhere and cause plenty of hassles for unsuspecting players. Blast their hides!

AM3 couldn't use the film's actors so virtual models were employed instead.





SSM How long did it take to create the cabinet?
AM3 It took over a year to develop. What with the various new technology for the 3D sound system and the gun sensor. Combining them together also took a lot of time to perfect. It's not a complex cabinet, in fact it's a fairly simple design. However, it was hard work combining the visuals with the sound.

SSM Could this cabinet be used for other Sega games?
AM3 I think we could use it for other games. I'd have liked to see Sega use it for House of the Dead. However, I don't think they're considering making a special version of House of the Dead anymore, but there were plans. You could use it for games other than shooting games but it"d depend on the interface. Top Skater is impossible. This kind of cabinet is perfectly suited for a big science fiction movie and I for one like to make movie related games. I'd love to make a 007 game. I'm a big James Bond fan and I think 007 would be perfectly suited for a such game.

SSM How difficult was it design the speaker layout?
AM3 The cabinet has two big base speakers underneath the seat with another two speakers both in front and behind. It was very difficult to arrange the speaker layout. If you put the speakers as far away as possible at the same distance then you can create atmospheric 3D sound, but with our cabinet's shape it wasn't possible to do that. In the end we had to slant the rear speakers diagonally in order to increase their distance. Moreover, we had to investigate where the position of players' ears would be in respect to the position of the speakers... so it took a lot of time.

SSM How did you test the cabinet's complex sound system?
AM3 First of all, by sitting down in the cabinet and then looking down from above at the screen, we managed to figure out which sounds should come out of each speaker. We did everything manually. In fact one of our staff just sat there in the cabinet adjusting the noise levels depending on distance and loudness. It was a fairly primitive way of doing it.

SSM Why did you decide to use the Model 3 board for this game?
AM3 With the Model 3 you can use colour texture maps so you can realistically portray living creatures. We needed all the game's human and dinosaur characters to look as good as possible. Model 2 is okay for Virtual stuff like robots and zombies, but games like AM1's Get Bass need the Model 3 for realism. We want to create living creatures that really look like they're alive. You couldn't have done Lost World on the Model 2, it would have been impossible.

SSM How long did you spend researching the Model 3 before beginning development?
AM3 We researched the hardware as the development progressed. We took a fair amount of data from AM2 as the basis for Lost World so I'm not sure exactly how long we spent researching. We had in fact started researching the Model 3 before we'd even decided to produce Lost World.

SSM Was it difficult trying to design a game using completely new hardware?
AM3 Yes, it was. The thing is you don't really know what you're aiming for. First of all you have to think about the game's subject matter in order to have a clear view of how you want to use the hardware. After deciding this you can see whether or not the Model 3 is capable of handling it. The Model 3 has been produced to create lots of different types of games so nobody yet knows just exactly how much processing it can handle and how far we can push it. It really is a case of just experimenting for real as you create the software.

SSM Did you deliberately try to use as many of the Model 3's

special features as possible?
AM3 I guess so. I'd have liked to make better use of the Model 3, but there are still many areas of its hardware that we don't fully understand so we couldn't make practical use of them. We're still learning about the Model 3 so from here on we'll continue to make considerable progress and future games will make better use of it.

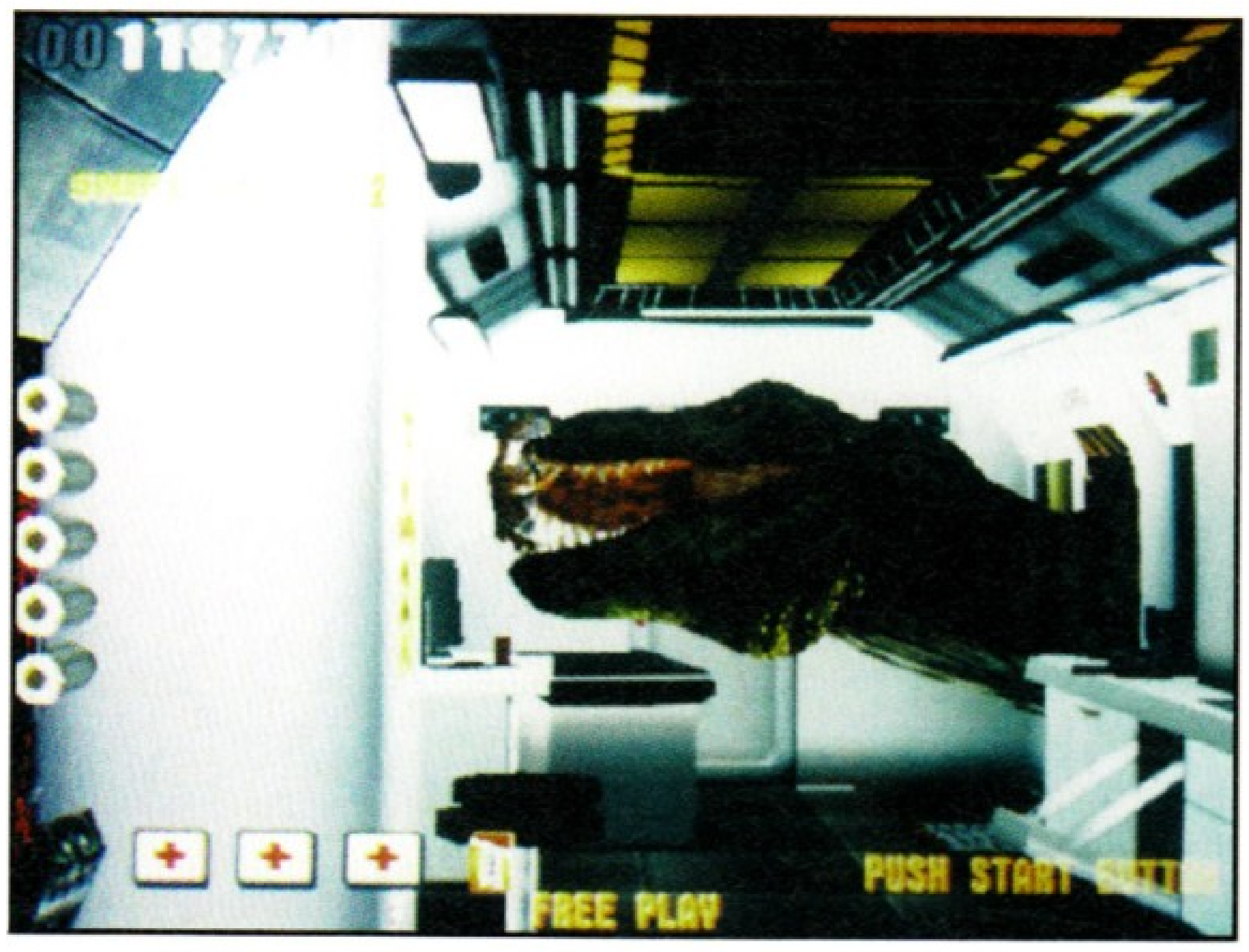
SSM Could you tell us some examples of where the Model 3 was used to create special effects not previously possible?
AM3 There are various things you can do on the Model 3 with light-sourcing effects to create transparent objects and fog scenes which you can't do on Model 2. Of course you can imitate these effects in software so it looks like the real thing, but it's completely different. For example, in the scene where the Deinosuchus is swimming in the lake, we have used the Model 3 to create a fog effect on the surface of the water so you can't clearly see what's lurking underneath. The Model 2 can't do that. Also, In the last stage where you use a flashlight to illuminate the T-Rex chasing you, we have used a kind of light-sourcing that can only be done with Model 3.

SSM This is AM3's first Model 3 game. Now that development has finished, what are your overall impressions of the Model 3 board? Was it fun?
AM3 No, it was tough work. Most of the development was really hard going although there were some things we were really glad we were able to achieve. However, there were so many things that we couldn't do no matter how hard we tried. Not because of a lack of skill, but simply because we just didn't have enough time.

SSM Could you not have simply ported the Model 2 software to the Model 3?
AM3 No, we couldn't. The Model 3 has a different Operating System (OS) to the one we used for the Model 2. We use a Windows '95 package for the Model 3. The OS is different so we can't just port over the Model 2 software as it is. The Model 3 is a fairly complex piece of kit.

SSM Could The Lost World appear on the Sega Saturn in the future?
AM3 A Sega Saturn version is impossible, but I'd definitely like to make a PC version because it has the highest screen resolution. However, it's the decision of the PC software division whether it's developed or not. It would certainly be a different game. We'd want to create a version that makes the most use of the hardware and was suitable for the PC market.

SSM What was the most enjoyable part of the entire Lost World project for you?
AM3 Going to America (laughs). Seriously though, the time I spent there with top class staff in a creative environment was very enjoyable. The most impressive thing was seeing how they create a movie. Watching the animation staff at DreamWorks was great. They are very systematic and efficient with each member of staff having a clearly defined role. That was incredible.









Get down to your local arcade and play The Lost World NOW!

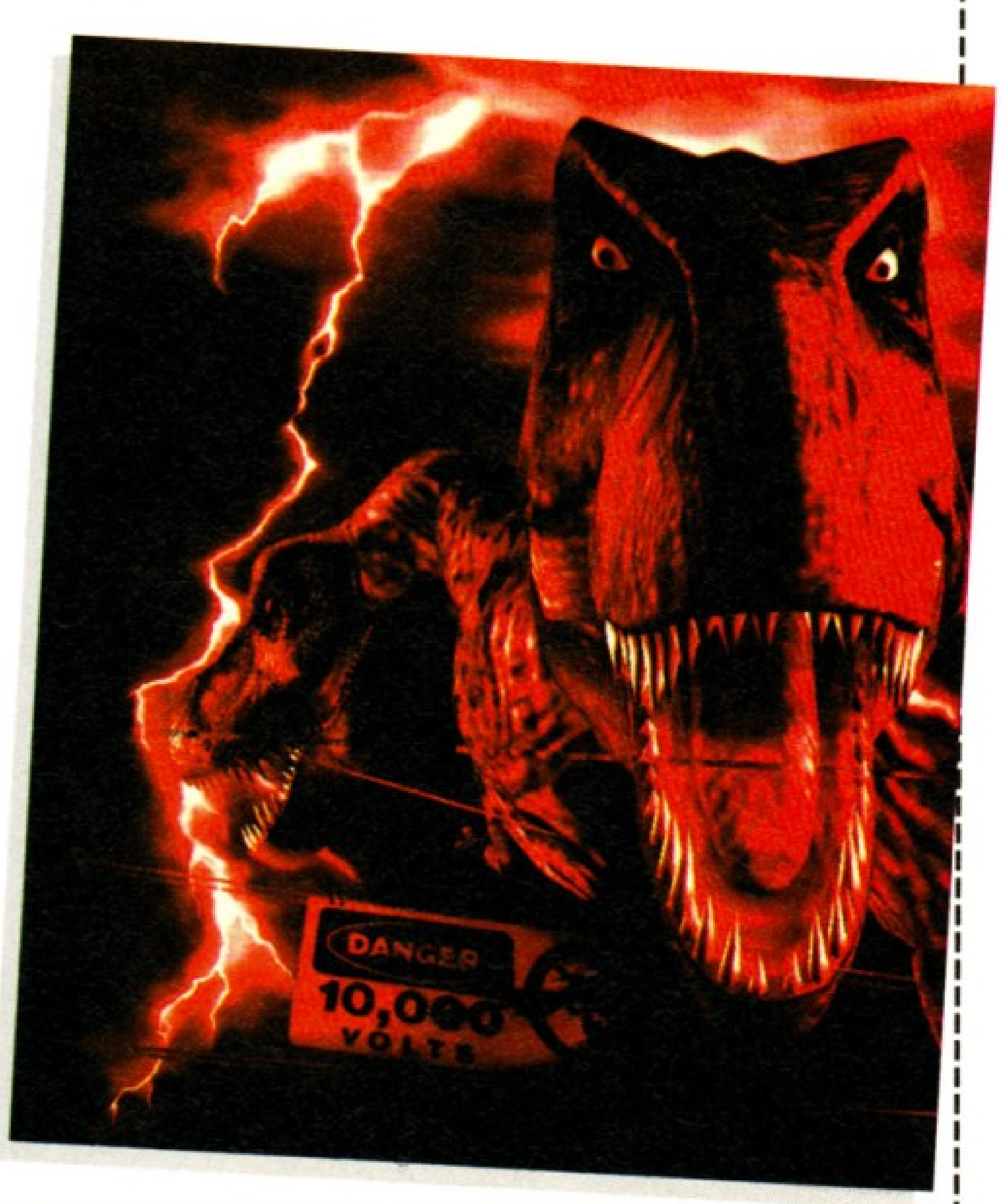




SSM Finally, do you have a message for your fans in the UK?
AM3 As I said before, I'd love everyone to play Lost World in two player mode because it's much more enjoyable. This game is completely different from other coin-ops because we created Lost World so that even those people who don't usually like arcade games can enjoy it. I'd also like to give my regards to all the staff at Rare. They're a great company and I'd love to join them! Their 007 game on the N64 is excellent and I play it all the time when I'm at home. Finally, I'd love to hear from anyone who has any comments about the Lost World coin-op. Please send me your letters.

Win signed Lost World posters!

You've read the interview and played the game... now win the poster! Yes, we've managed to blag five framed Lost World posters (right) signed by AM3's very own Shinichi Ogasawara. To walk away with one of these ultra-rare items, we want you to answer this oh-so easy question:

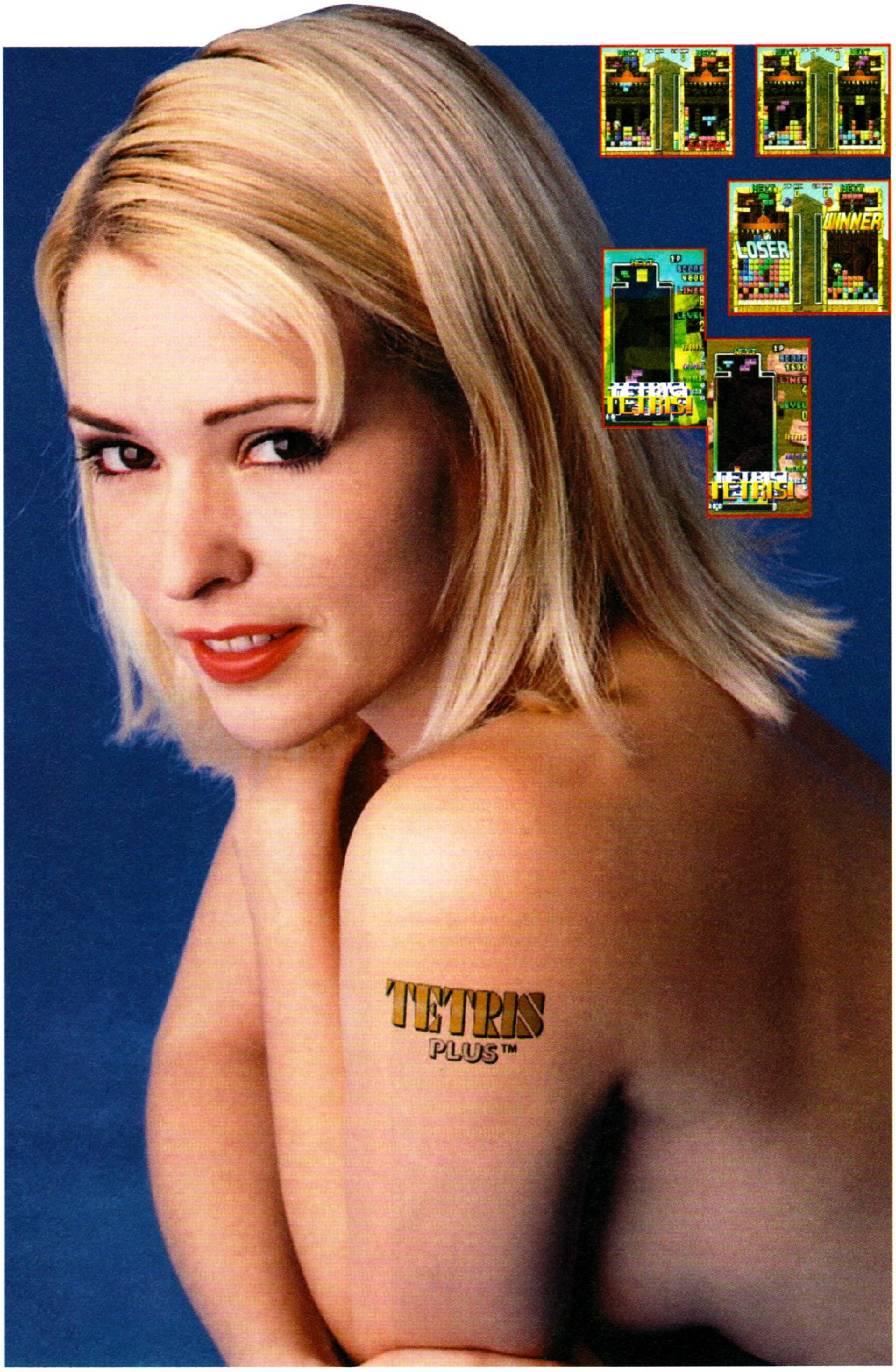


Which of the following light gun coin-ops was NOT developed by AM3?

A) Virtua Cop
B) Jurassic Park
C) House of the Dead

Send your answers to the usual address and mark them BITE ME! All entries to reach us no later than 20th January 1998. T-Rexes need not apply.

Well-Stacked!



WIN!

A Sega Saturn, signed Jo Guest pictures and JVC goodies!

To help us celebrate this month's festive season, we've teamed up with **JVC** to bring you a competition of titanic proportions. To promote the success of their top-selling puzzle game, **Tetris Plus, JVC** are offering you the chance to get your mitts on some amazing prizes! If you've not played **Tetris Plus** yet, you should definitely give it a whirl. With multiple play modes, plenty of cool two-player action and party potential galore, **Tetris Plus** is a blast!

FIRST PRIZE

One lucky, lucky winner will walk away with a brand new Sega Saturn, a copy of **Tetris Plus**, a selection of classic **JVC** Saturn games, and (oh, yes!) a **Tetris Plus** poster signed by the gorgeous **Joanne Guest** and a signed, framed photo of our favourite Page 3 stunner!

SECOND PRIZE

Four runners-up will each receive a copy of **JVC's** nifty **Tetris Plus!**

So what do you have to do to walk away with these fantastic stocking fillers (we're talking about the booty, not the bird)? It couldn't be easier. We want you to come up with a **Joanne Guest-themed limerick.** That's right, just make up a short verse which mentions this lovely lady in some way and make sure it rhymes. Smut's okay, just make it funny!

Send your entries to: **WELL-STACKED! Sega Saturn Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.** Correct answers will be drawn at random and the editor's decision is final. No correspondence will be entered into. Entries to reach us no later than 15th January 1998. That's next year you know.

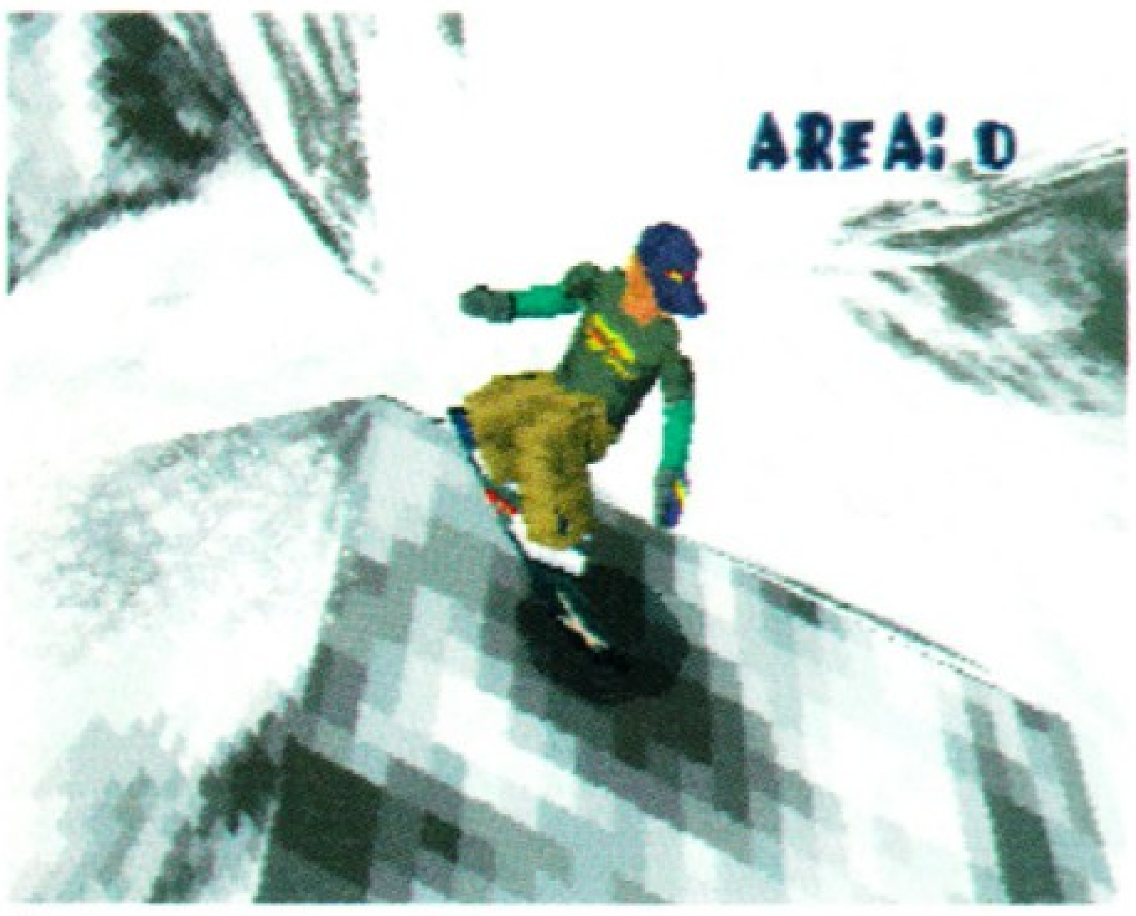
BY	SEGA
RELEASE	JANUARY
PLAYERS	1
HARDWARE	Saturn
PRICE	£39.99
STYLE	SNOWBOARDING

Board stupid? Don't be. Sega's first Saturn snowboarding game is a blast. So grab your winter woollies, furry moon boots and ridiculous tea-cosy hat and head out on the pisté.

Steep Slope Sliders



▲ The Half Pipe is the place to try out those nifty tricks.



▲ Record your best runs then watch the amazing replay. The Edit option allows to alter camera angles and effects.

Snowboarding. Y'know, it's just like surfing or skateboarding... but on snow. The Beastie Boys do it, the Prodigy do it and even the Royals have been known to do it, but what's all the fuss about? Well, all you snowboarding virgins are about to get a taste of the world's most popular winter sport courtesy of the awesome Steep Slope Sliders!

Those of you with converted Saturn's may have already discovered the joys of this adrenalin-fuelled sport thanks to Zap! Snowboarding Trix, a pretty cool title that's still only available on import. The good news for PAL Saturn owners is that Sega Europe has now thankfully snapped up Steep Slope Sliders, an incredibly addictive game that, with any look, should sell by the bucketload.





While Cool Boarders (a less than amazing PlayStation snowboarding sim) failed to impress many players, Steep Slope Sliders succeeds as the most realistic and enjoyable translation of the sport to date. The fact that it's an incredibly playable piece of software would usually be enough to win us over, but with tons of hidden characters, secret courses and surprises galore this is one game that you'd be mad to miss! If you've never actually been snowboarding in real life, worry not. There's nothing to it. However, accurately simulating the speed, precise control and mind-boggling array of tricks performed by professionals takes some skill yet Steep Slope Sliders manages to meet all of these challenges head on.

For starters, the courses themselves aren't mere-

> [A solid game engine and glitch-free visuals make this a must-have title.]



▲ With the aid of the Saturn's internal clock, the courses change from day to night.





▲ Baldy takes a bash at the Italian Alps.





▲ Use obstacles to perform cool stunts.







▲ Forget the regular joes, check out the game's secret boarders. Our favourite is the awesome alien!

SNOW JOKE!

As snowboarding is one of the most enjoyable sports in the world, the game's programmers have taken this element of fun to hilarious new levels. While the initial player selection screen is merely adequate, a number of tongue-in-cheek boarders become available with a bit of skill and effort. Completing courses in record time and performing a certain number of tricks adds a whole host of weirdos to your roster including a baggy jeans-wearing alien, a cute penguin, a spaceship and even a few tasty birds! Check out this issue's Steep Slope Sliders Showcase for the full lowdown on the game's many hidden characters.



▲ Just four of Steep Slope Sliders' 17 hidden snowboarders. Are you man enough to find Fluffy the Penguin?

THE NEED FOR SPEED

As in the best racing games, convincing players that they're actually hurtling along at breakneck speeds is all down to competent programming. Fortunately, Steep Slope Sliders was developed by the same talented folk at Victor Interactive that brought you the Micro Machines-inspired Vatlva (see issue 16). The chief complaint that PlayStation owners had regarding Coolboarders was that vanishing polygons and terrible pop-up made the game a real eyesore. Not so with Steep Slope Sliders. From realistic snow and craggy rocks to waterfalls and ice-encrusted houses, the game's many courses are completely solid. The fact that they whiz past at an incredibly believable rate merely adds to Steep Slope Sliders' visual appeal.

ly cheap carbon copies of each other. Nosiree. Each track has its own tricky sections, shortcuts and obstacles to avoid and progressing through each course genuinely improves a player's skills. These snowboarding lessons may prove frustrating at times, but, as in real life, painful knocks, bumps and bruises are all part of the learning experience. It's only through trial and error that players will master the game's numerous tricks and high-speed downhill drops. The fact that Steep Slope Sliders can be played as either a straightforward alpine racer or as a skill-based challenge only serves to add to the fun. Attempting a new speed record is simple on the game's early courses, but later tracks throw all manner of obstacles at you, forcing players to push their abilities and skills to the limit in order to smash previous time records. Likewise, the trick-based courses offer all manner of opportunities for boarders to let rip with such crazy moves as chicken salads, 360 degree front flips and combinations galore.

Once you've mastered each course (and believe me, that's gonna take a while) Steep Slope Sliders' many secrets finally reveal themselves. Okay, so the opportunity to play as a dog on a snowboard or as a UFO is gimmicky to say the least, it's obvious the game's developers hope that players have as much fun boarding with these wacky characters as they had programming them.

There's really very little criticism that can be levelled at Steep Slope Sliders. Basic controls are often frustrating, with some hairpin turns requiring more luck than skill to negotiate, but that's just nit-picking. A smart two-player mode would also have been a welcome addition, but maybe that can wait for the sequel? Overall, a solid game engine, glitch-free visuals and a reasonable PAL conversion make this a must-have title.

MATT YEO





▲ "YOU.. CRAZY.. MUTHA..." Vertigo sufferers beware.

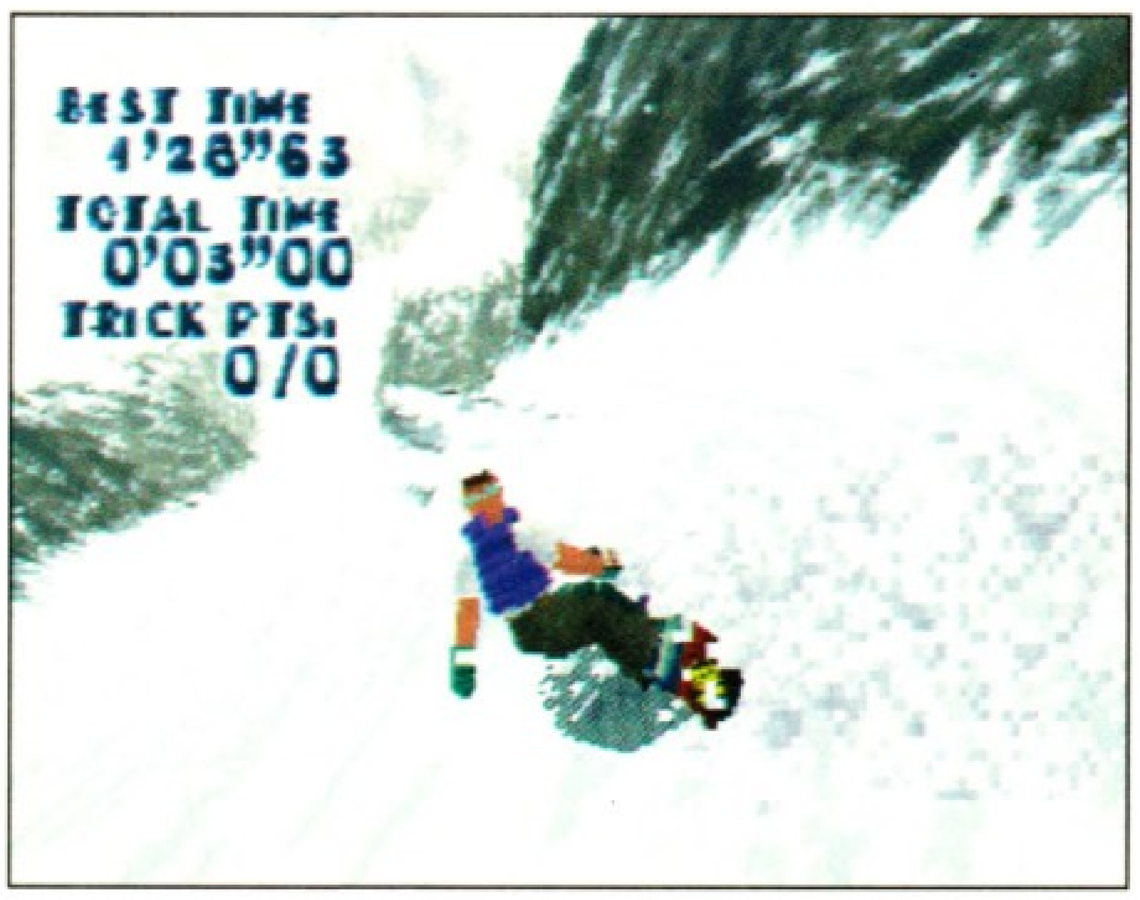
GRAPHICS	Basic polygon characters, but no pop-up whatsoever. Clever use of misting effects hides any course glitches.	**90%**
SOUND	Amazing acid-house tunes and stunning breakbeat tracks. The game's pumping soundtrack gives each course a real rush.	**95%**
PLAYABILITY	Some niggling control problems, especially when it comes to cornering, but overall spot-on playability.	**92%**
LASTABILITY	Six tracks, loads of tricks, secret courses and hidden snowboarders. Heck, you can even be a dog! What more could you ask for?	**96%**

OVERALL

A fantastic snowboarding simulation. True to the sport, Steep Slope Sliders combines playability and realism. Buy it!

92%

▼ Here's a title that every Saturn owner should buy. It's fast-paced and cool as a cucumber. Well done Sega!



BY	MIDWAY	
RELEASE	TBA	PLAYERS
HARDWARE	PRICE TBA	
	STYLE SHOOTING	

Virtua Cop is the coolest game ever. Not only was it a great game, but it also used the gun, which made it ever cooler. Maximum Force uses the gun as well - cool by association?

Maximum Force







▲ (Top) Kill the hostage, but please don't scratch my car.

John Travolta summed it up best in Pulp Fiction when he said "We should have shotguns for this kind of deal." Little did he know that his words would also apply to Maximum Force, as the gun-toting action in the game really requires some kind of weapon to get the best out of it. And thanks to Sega's classic 'Cop series we already own the light guns, don't we? Dust 'em down because here's another shooter...

Only this one uses FMV to present the action, which makes for a very different experience to the Virtua Cop series. Now we've seen games like these in the past, and to be honest, they've all been pretty rubbish. The mixture of FMV with enemies laid over the top sounds like it should make a great looking game, but because of the rather limiting way that video clips have to be used, previous attempts at FMV based shooting games have pretty much failed to live up to the possibilities offered.

But the graphics in Maximum Force actually work quite well. The video backgrounds move very smoothly, and the baddies actually seem to fit in with the rest of the graphics, rather than looking as if they've been stuck in as an afterthought. The only problem with having this graphics system is the way the enemies are killed - the big splodge of red cartoon blood that appears when a terrorist is despatched is pretty useless, and rather lets the side down a bit. The video backgrounds don't seem to be running at a particularly high resolution, but I guess the lower resolution is essential to keep the video running at a decent speed and in a nearly full-screen window. It actually looks quite impressive when you see it moving, but a bit more colour wouldn't go amiss.

Gameplay wise, it's quite entertaining. Mary Whitehouse would no doubt be 'horrified and upset' by the violence and huge number of semi-naked females that are packed throughout the game, but for most peo-





▲ The game's video window is very nearly full-screen.



▲ Girls! Guns! Explosions! What more could a man want?

GETTING AWAY WITH MURDER

Had a hard day at the office? Want to embark on a gun-crazed killing-spree to relieve the tension? STOP! Don't risk a long custodial sentence by doing it in the real world, do it in a game! Let's sort the virtual 'wheat' from the 'chaff' in the Saturn shooting world:

1



Virtua Cop - 94% Rating: Wheat

▲ A classic. One of Sega's 'Big Three' titles launched at the end of 1995, Virtua Cop is still one of the best Saturn games yet. Packs which included the Virtua Gun made this the first 'essential' gun game.

2



Crypt Killer - 67% Rating: Chaff

▲ A mutated cross between Virtua Cop, Tomb Raider and a bad episode of Scooby Doo. Dodgy 2D sprites pop-up in front of a half-decent 3D background, but the disappointing sprites let the game down.

3



Mighty Hits - 67% Rating: Chaff

▲ A cheap 'n' cheerful attempt by Sega to give Virtua Gun owners something to play with, by cramming in lots of different mini-games in one package. Let down by the simplistic nature of the games.

4



Virtua Cop 2 - 95% Rating: Wheat

▲ More action-packed than the original Cop game, with much more emphasis on total destruction than tactical shooting. This is definitely one for you amateur psychopaths to practise on.

5



Area 51 - 62% Rating: Chaff

▲ The prequel to Maximum Force, Area 51 also uses FMV backgrounds with 2D sprites laid over the top. Only here it wasn't running quite as smoothly, and the explosions looked pretty terrible.

6



Revolution X - 40% Rating: Chaff

▲ Sold in the arcade by the unique proposition that it featured top rock stars Aerosmith. Sold on the Saturn by... well, actually it didn't sell on the Saturn at all. The dictionary definition of 'chaff'.



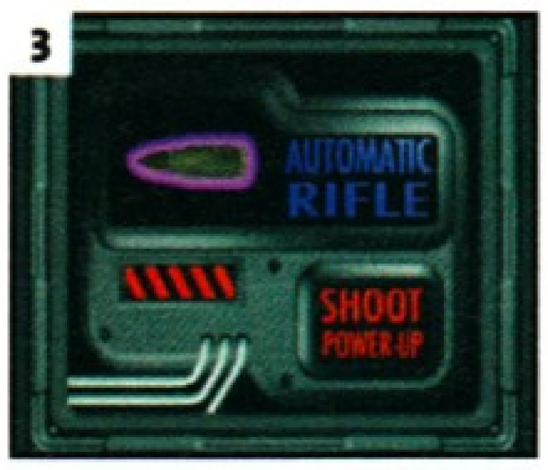
▲ Seen that bloke somewhere before? Probably on these two pages, as the same digitised people get used again and again.

IT'S NOT ROCKET SCIENCE

Just in case you've had some kind of frontal lobotomy recently, there's a pictoral representation of how to play Maximum Force in the game's intro sequence. As if you couldn't guess, shooting bad guys, not shooting good guys, collecting weapons and destroying chunks of the scenery is the name of the game. There is a plot behind each level - usually something to do with terrorists and their evil plans for world domination, but that's not important right now.

1


2


3


4


ple the pairing of girls 'n' guns is all part of the appeal. For example, why are there girls in bikinis hiding in the top secret laboratory? Who cares, just don't shoot them.

The only real problem is the size of the game. Three fairly short levels punctuated by the odd bonus level (a reward for good sequences of play) are not going to keep players entertained for very long, and because of the very linear nature of the video action it's not as if players can return looking for alternate routes or sections either. Still, if you're looking for a quick blast, and another excuse to take your Virtua Gun on a rampant killing-spree, Maximum Force should quench your thirst for blood, you sick individual.

GARY CUTLACK

> [A pretty **decent shooting game,** but it's **way too short** and will be over very quickly]




▲ Everything does look a bit grey. More colour next time.



▲ Gun games are cool. I like shooting people (evil laugh).



▲ Comedy caption: "Look at the size of his weapon!"

GRAPHICS	Smooth video backgrounds, and 2D sprites that actually seem to fit in with the action. But the resolution's a bit low.	**79%**
SOUND	Machine guns, explosions and general destruction rings out all around. An orchestral soundtrack just wouldn't be right.	**83%**
PLAYABILITY	Shooting things with a big gun is always fun, although the simple blasting action may be a bit too simplistic for some.	**80%**
LASTABILITY	Uh-oh, only three fairly short levels that most players will easily slaughter their way through in no time at all.	**68%**

OVERALL

An enjoyable blaster, and certainly better than the previous FMV attempts we've seen. Shame there's only three levels.

71%

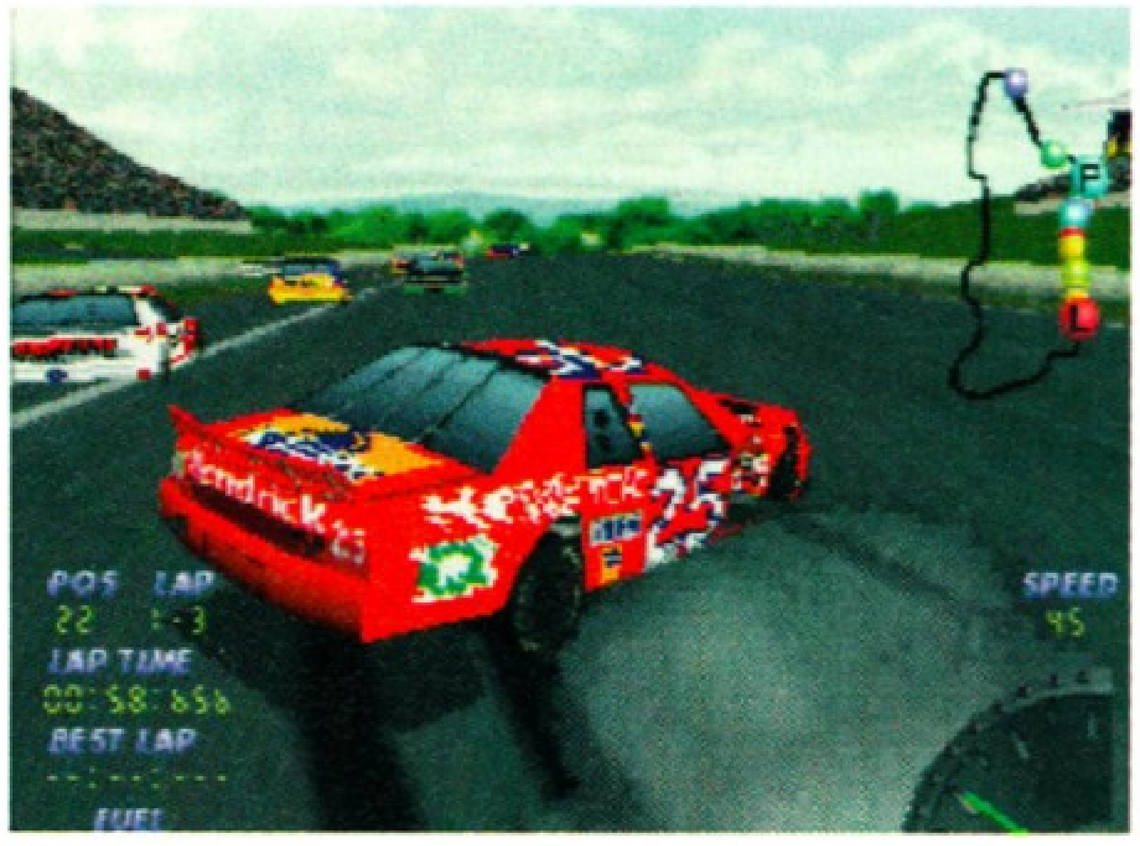
▼ Extra comedy value is provided by the innocent scientists who pop-up. Kill 'em for even more of a laugh!



BY	ELECTRONIC ARTS		
RELEASE	OUT NOW		PLAYERS
HARDWARE	PRICE	£39.99	2
	STYLE	RACING SIM	

SSM's coverage of Electronic Arts' annual sports updates continues apace this month with the arrival of NASCAR '98. Will it make up for the disappointment of Sega Touring Car Championship?

NASCAR '98



▲ The translucent smoke effects are a tad pixellated.







All right, so there are rucks of racing games already available for the Saturn. And yeah, if it's high-speed arcade thrills 'n' spills you're after, Sega Rally is the best of the lot. But hey, there's always room for one more, especially if it's a more authentic take on Sega's own Daytona USA, as is the case with Electronic Arts NASCAR '98.

As the only driving game in EA's winter line-up, NASCAR '98 is also the sequel to last years God-awful PlayStation title NASCAR, which thankfully skipped over the Saturn as it was complete toss. The Saturn-bound sequel is a slight improvement, but unfortunately not enough to challenge Sega's own wares.

Players envisaging a straightforward Daytona USA clone will be disappointed to learn that NASCAR '98 is nothing of the sort. Whilst the action is clearly based around the same motor racing series as Sega's racer, the gameplay is a world apart. Whereas AM2 opted for an all-out arcade racer, EA's game employs a more simulation style of gameplay, with a daunting array of customisable options for you to wade through. Much of the gameplay resorts to honing your vehicle to perfection for the ensuing races, from downforce to tyre pressures, steering severity to gear ratios, ensuring the game is as authentic a NASCAR experience this side of the real thing. The problem is, whilst this offers committed players a more absorbing challenge than typical racers with greater depth of gameplay, the more casual player will find the reams of options incredibly boring.

Further problems are thrown up when the race begins proper. Though it's commendable that EA have sought to include every circuit on the NASCAR roster (17 in total), each of the courses are remarkably similar and incredibly dull. This is marred further by some particularly unattractive graphics. Whilst the frame rate is surprisingly smooth (smoother than Sega's own Touring Car, if truth be known), the grainy tex-

[Committed players may relish the depth of gameplay, but it will bore most players to tears]













▲ Shades of last year's mediocre Andretti Racing are present in NASCAR '98, and indeed the two bear more than a passing resemblance to each other. But whilst NASCAR '98 may have a slight graphical edge, it lacks the variety afforded by Andretti Racing.





SPLIT-SCREEN SHENANIGANS

A neat addition to the NASCAR '98 package is the cool two-player option, which allows players to compete head-to-head via a split-screen with up to six CPU controlled vehicles. Whilst the graphical compromises are immediately apparent, with a drop in track side detail, terrible pop-up and a slight drop in the frame rate, the extra competition allows for a more fiercely competitive race, something sadly lacking in the two-player malarkey of certain other racers.



GENTLEMEN... START YOUR ENGINES!

One of the few aspects of NASCAR '98 that I do admire (as with most EA Sports' titles) is the astonishing attention to every conceivable detail. Milking the NASCAR license to the full, EA's racer features 24 real cars and drivers, each meticulously reproduced right down to the correct sponsoring on the cars. There are 11 real-life NASCAR circuits, variable weather settings, life-like CPU artificial intelligence, real engine and crowd ambience and even Bob "the voice of NASCAR" Jenkins providing the play-by-play commentary. This gives the game a more authentic feel than most racers, but could have benefited from the arcade style of gameplay afforded by Sega's own wares.

tures give the game a very rough appearance. The clipping in particular is of a poor standard, with huge grandstands and bridges appearing at an extraordinarily close proximity (especially in the two-player mode). As with most of EA's titles, this comes as an inevitable consequence of the developers producing the game for multiple formats, with the trailing Saturn version usually getting the shitty end of the stick. A special mention must also go to the PAL conversion - or lack of it. EA have made no attempt to optimise the game for European players, with NASCAR '98 exhibiting some intrusive borders and running at a more sedate pace that its NTSC counterpart.





So what's the verdict? Well, NASCAR '98 is a typical EA sports update - a few new options and updated statistics, but the same sorry gameplay running on a lacklustre engine. Whilst it's encouraging to see that an industry giant such as EA are still committed to Sega's platform at a time when third party support is dwindling, with software of this standard you have to question whether that's a good thing.

LEE NUTTER



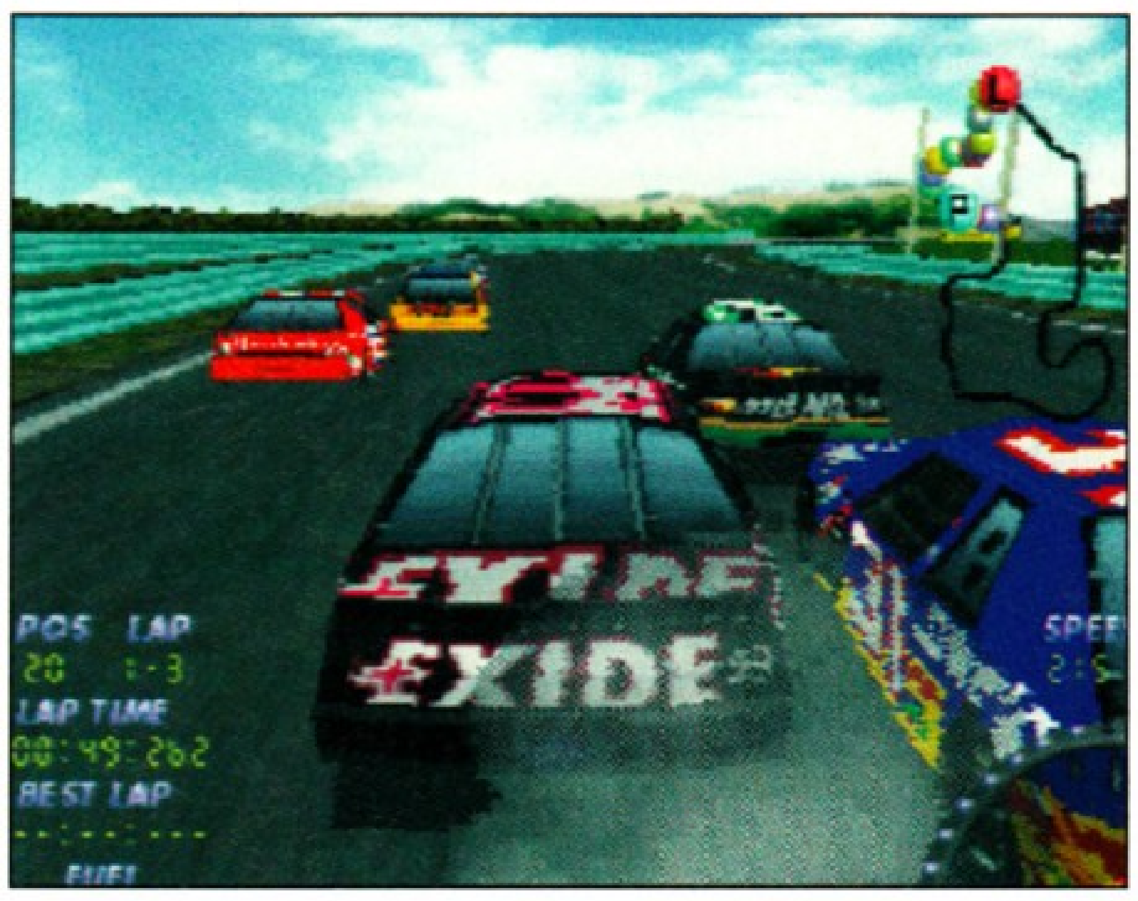
GRAPHICS	Nicely detailed cars, but the graphics have a very rough look to them with some bad pop-up throughout. We expect more.	**70%**
SOUND	Aaaaaarrrggghh! Those crazy Yanks love that terrible soft-rock shite, damn them.	**50%**
PLAYABILITY	Simulations are never immediately playable, but wade through the options and it's decent enough.	**71%**
LASTABILITY	If NASCAR is your thing, there's certainly plenty to keep your occupied for many nights to come.	**77%**

OVERALL

The sim-style of gameplay will bore most players to tears, but more committed players may enjoy the greater depth of play.

69%

▼ Better than Sega's recent Touring Car effort? Not quite, but we wouldn't recommend steering clear of both titles.



SEGA SATURN™ tips

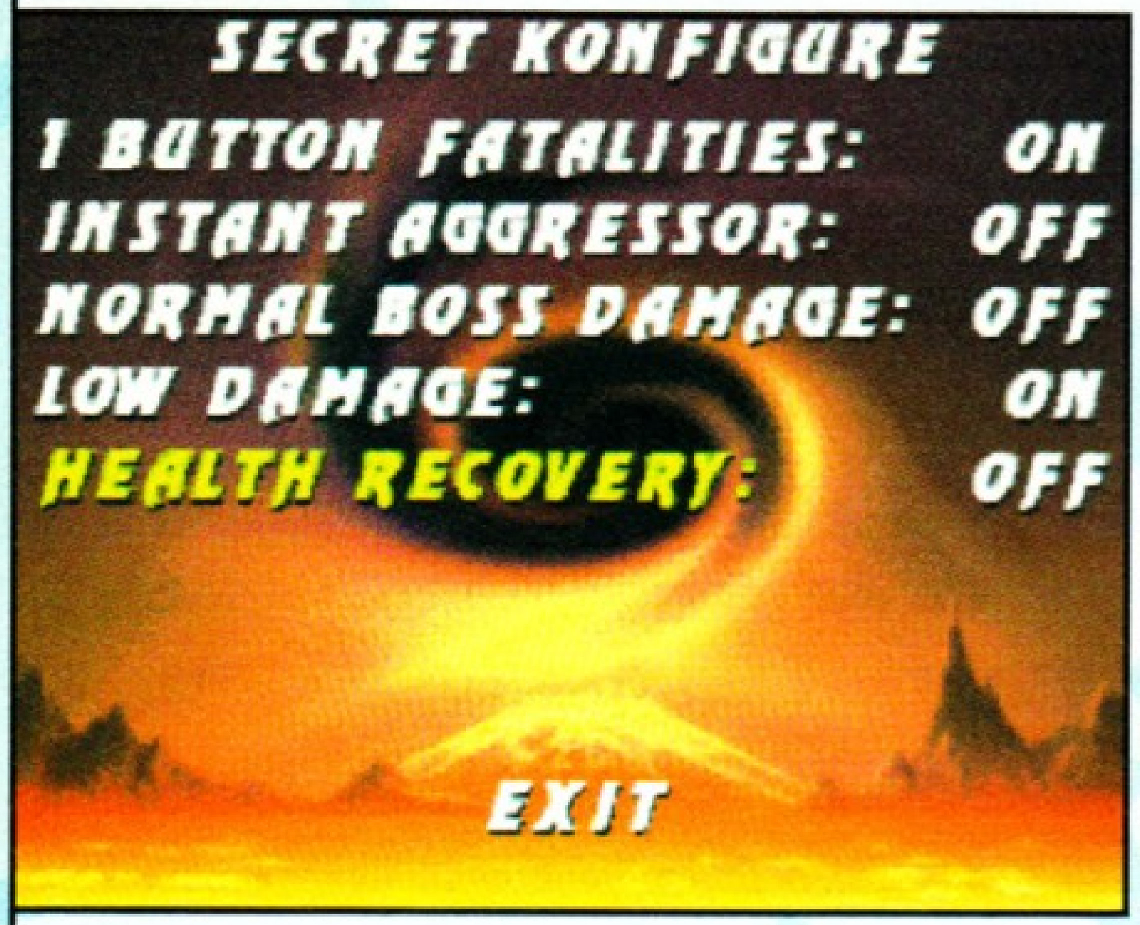
Tips make you go mad. When a new game comes into the office I don't care about the graphics, whether it's fun to play, or even if it's any good. All I want to know is has it got any codes, and can you 'be' the boss. If you have a similar obsession, write to us at: I'm obsessed with the Saturn Magazine Tips Department, 37-39 Millharbour, Isle of Dogs, London E14 9TZ. If we're feeling particularly generous there might even be some free games going spare to one lucky tipstrel...

MORTAL KOMBAT TRILOGY

Oh joy. Oh happy, happy. The one thing I love is endless lists of Mortal Kombat codes, they fill my heart with such glorious happiness and pleasure, and make me glad to be alive. It's pretty difficult to sound sarcastic when writing things down, isn't it? Here we go then:

OPEN GREEN '?' MENU

Go to the options screen and **hold Up + Left Shift + Right Shift** until the screen starts to shake. This opens the green '?' menu, which allows one button fatalities and a few other tricks.



STRANGE ENDURANCE MODE

At the character select screen **highlight Kano** and press **Down + Start**. Shao Kahn will taunt you if it's entered correctly. Chose the hardest path and most of the matches will be endurance battles.

LEVEL SELECT

At the character select screen **highlight Sonya Blade** and press **Start + Up**. Another option will then appear over the characters, allowing players to pick their fighting destination. Coincidentally, the below picture illustrates this perfectly...



OPEN RED AND BLUE '?' MENUS

At the storyline narration screen press **High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch.**



PLAY AS CHAMELEON

Pick any of the masked male ninja fighters, and **press and hold Left**, then **press and hold Run + Block + High Punch + High Kick**. When the match starts the fighter will morph into Chameleon.

OLDER CHARACTERS

To play as classic versions of Jax, Kung Lao, Rayden or Kano, highlight the character at the player select screen and **press Start** to switch between the different versions.

RANDOM SELECT

Highlight Noob Saibot at the character select screen and press **Up + Start** to fight with a randomly selected opponent.

UNLIMITED CONTINUES

At the storyline screen press **Down, Down, Up, Up, Left, Left, Right, Right**.



Hope you enjoy using all of these 'kodes' that we're printing.

QUAKE

Just a quickie for Quake this month - another essential 'Jevons' control tip to help you get the most from Lobotomy's conversion. We'll have more Quake tips and a huge play guide starting next month.

JEVONS CONTROL METHOD

An essential tip here to get the most out of Saturn Quake - provided you have an analogue pad. Yes indeed - this is Jevons Control for Quake! This enables you to look around using the analogue pad, with the Y, Z, B and C buttons used to move forwards, backwards, left and right. Fire with the left shoulder button and jump with the right. It's clearly superior to the control method you get given to begin with. To access Jevons Control (so named after our own "Manual" Daniel Jevons, who suggested it) **pause the game**, go to options and move the cursor to **Customise Controls**. Now press the **Right Shoulder Button, Left Shoulder Button, X, Y, Z, Right Shoulder Button, Left Shoulder Button, X, Y, Z**. Unpause and be on your way., young man.

We did notice that the calibration on Jevons control for looking up and down was a bit off in that you don't look up or down enough. Now... if you look up to the furthest degree you want, pause the game and enter the code then, this will change the calibration to a more 'personal' level.




Where would we be without our 'superstar' former employee 'Manual' Daniel? Rumours that Quake contains a Lee Nutter 'totally out of control' control mode are thankfully untrue.

DUKE NUKEM 3D

Warning! This game is so incredible that using any of the below tips could severely spoil your enjoyment of the product. However, this game is also so bloody hard that you could probably use some extra help by now. Awkward dilemna, eh readers?

LEVEL SELECT
In the main options menu press **X Y Z Z Y X Y Z Y** to activate the level select. Even the secret levels can be accessed!

NO MONSTERS
To make the game dead easy and remove all the aliens, start a new game and input **Z Z X X Y X Y X Z** at the skill level select screen. An extra 'No Monsters' difficulty option will appear.



I think the above Duke picture is pretty self explanatory...



Notice anything strange about the above picture? I'm using a devastator on the first level thanks to the weapons cheat!

GOD MODE
Pause the game and press **X Z Z X Y X Y Z Y** to access the all-powerful 'God mode'.

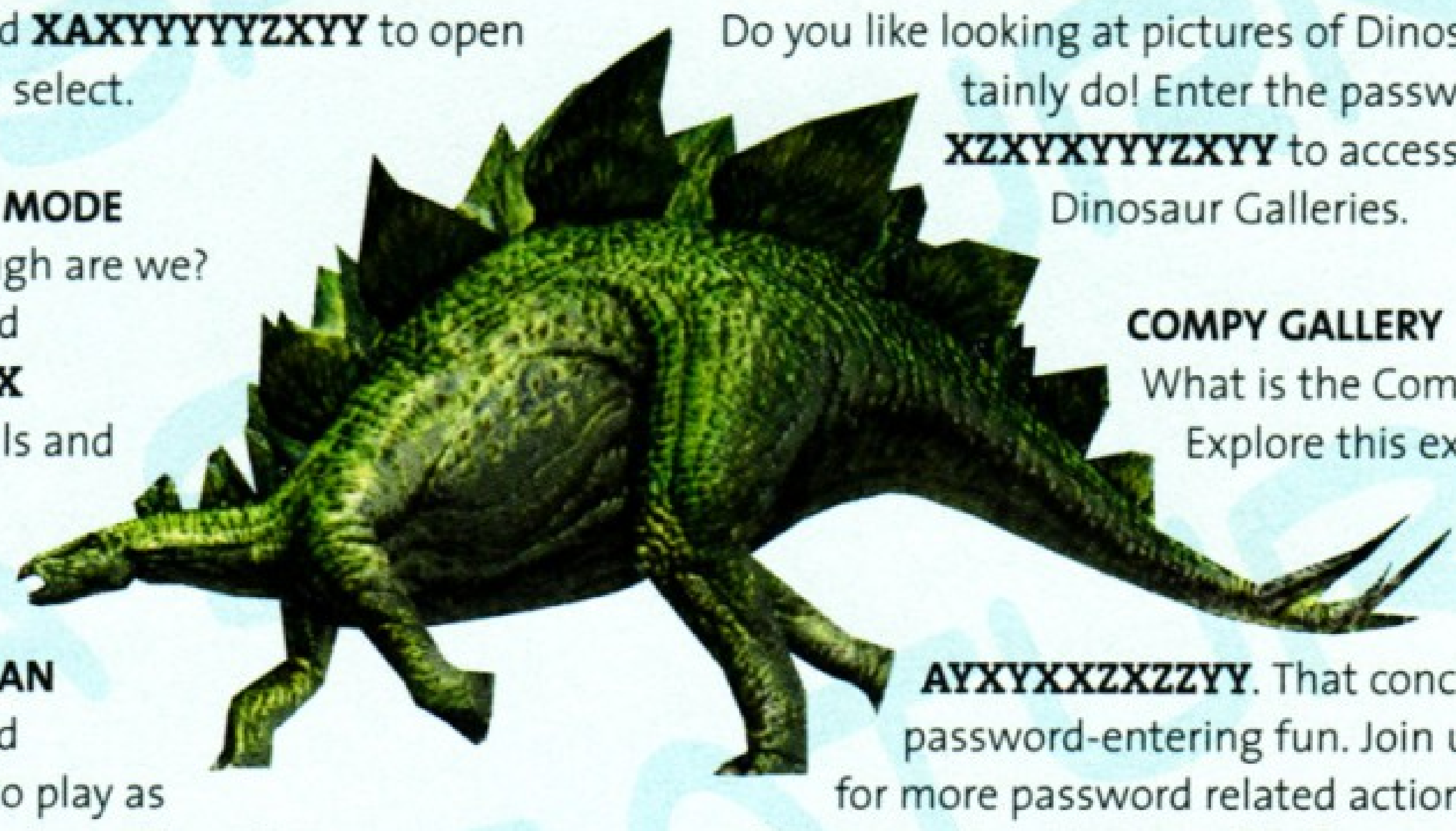
ALL WEAPONS
If you're the Terminator, this handy 'all weapons' cheat will come in dead useful. Pause the game and press **Z X X Z Y Z Y X Y** to receive all of the weapons and items.

JEVONS CONTROL METHOD
It was in last month's mag, but to make this a complete Duke tips guide, here it is again. Pause the game and press **Y Y Z Z X X Y X Z**. You'll need an analogue pad (known as a 'Fat Controller' around these parts) to use it though. And our own "Manual" put a lot of effort into it, so give it a whirl!

THE LOST WORLD

It's got dinosaurs in it, so no doubt lots of people bought it regardless of the quality of the game, such is the appeal of those extinct green monsters. T-Rex, Bronto, Steggy, Ptery and Dippy were the Spice Girls of their day! Here are some codes:

ACCESS ALL LEVELS
Enter the password **XAXYYYYYZXYY** to open up the handy level select.



CHILD DIFFICULTY MODE
Finding it a bit tough are we? Enter the password **XXXXXXXXXXXX** for much easier kills and censored blood and gore.

PLAY AS THE HUMAN
Enter the password **YYXYZYYYZXYY** to play as the human. Human's aren't as nice as dinosaurs though.

PLAY AS THE HUNTER
Enter the password **YYXYZYYYXZXY** to play as the hunter.

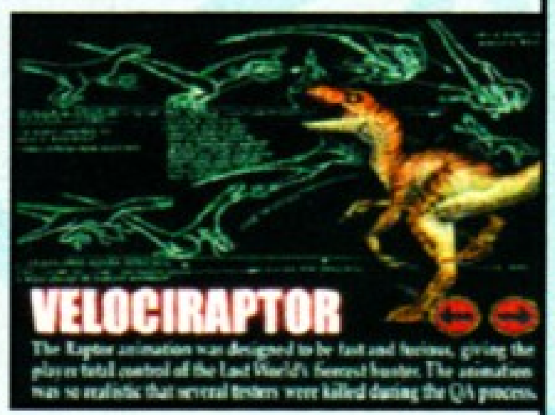
PLAY AS THE VELOCIRAPTOR
Enter the password **ZXYYYZXYXYXY** to, surprisingly, allow players to play as the Velociraptor.

PLAY AS THE T-REX
Enter the password **AYYYXYXYYZYY** to play as everyone's favourite dinosaur. Except mine. I prefer the Woolly Mammoth myself, even though it's not really a dinosaur. I dug one up in the garden once.

DINOSAUR GALLERIES
Do you like looking at pictures of Dinosaurs? I certainly do! Enter the password **XZXYXYYYZXYY** to access all of the Dinosaur Galleries.

COMPY GALLERY
What is the Compy Gallery? Explore this exciting new avenue by entering the password **AYXYXXZXZZYY**. That concludes today's password-entering fun. Join us next month for more password related action, where we will be revealing Ministry of Defense top security computer access codes for all you hackers out there.





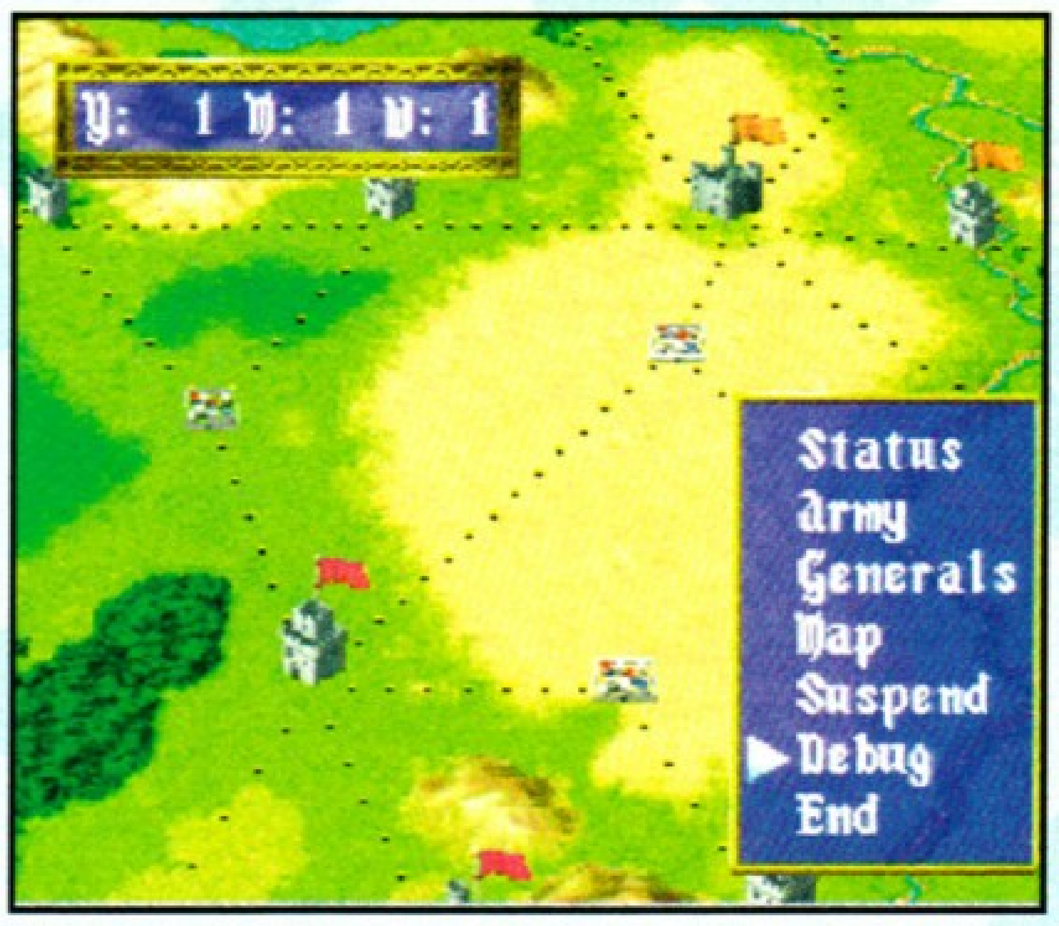
Oohh! Look at the lovely dinosaurs! I like dinosaurs, me.

DRAGON FORCE

Not a new tip, just a minor correction to the one we printed in issue #25, and a slightly easier way of doing it for those who 'phoned us in an advanced state of confusion.

EASIER DEBUG MODE
Okay. Wait until the game has loaded, and on the 'Press Start' screen **hold down Top Left, Top Right, X and Z**. Keep them held down and **press Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right**, and then **press Start**. The phrase "Debug Mode" will now appear on the screen. Now start a game. Hold down the Top Right button to see some technical information, and when the map screen appears, you'll be able to select a seperate Debug option which leads to all sorts of Dragon Force fun, like starting battles whenever you fancy. Here are some pictures providing documentary evidence of the existence of the Dragon Force Debug mode:







I've seen it with my own eyes, now you too can witness the incredibly exciting Dragon Force Debug mode.

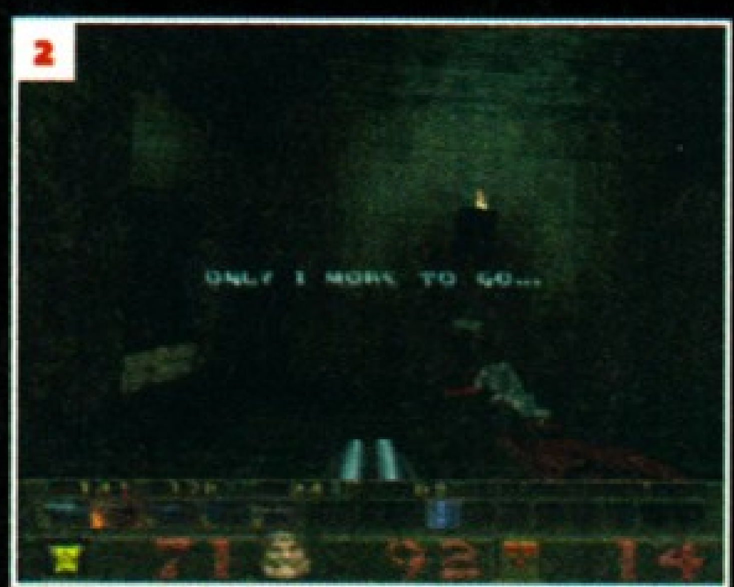
QUAKE
Secrets Out PART 1

So begins SEGA SATURN MAGAZINE's Tips Coverage of the epoch-making 3D shoot 'em up - Quake! This month we reveal the hidden exits to all four secret levels. Next issue we begin a thorough guide to every secret on every level - collect all of them throughout the game and you get a special ending courtesy of Lobotomy Software. Any road up, enough of this small talk... let's get started!

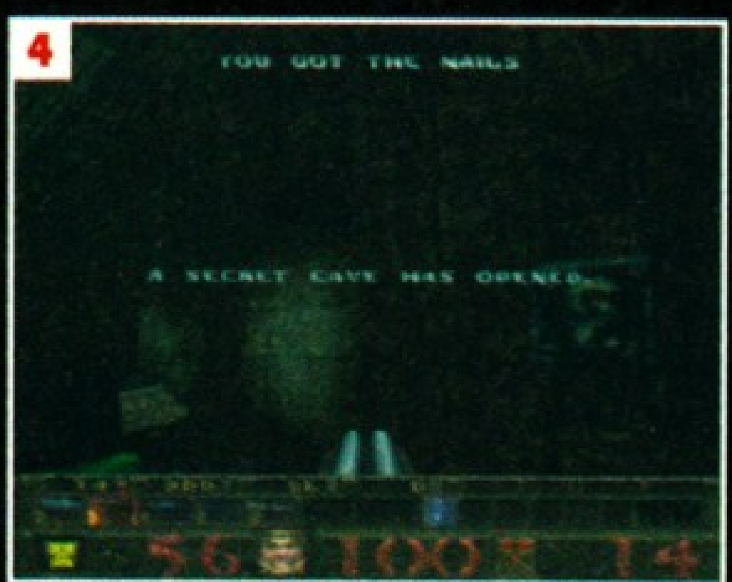
EPISODE ONE: PURGATORIUM

The access point for the secret stage on Episode One is located on the fourth level, the Grisly Grotto. Near the end of the stage, you find yourself crossing a bridge over green slime. As you pick up the nail gun, two alcoves above you on either side open up, unleashing grenade-throwing ogres. Take them out and then take the lift up. You'll now be faced with three knights. Wooden Q symbols are on the floor. Walk over all of them to open up holes in the wall. Drop down these holes to enter the alcoves that the ogres attacked you from earlier. In each alcove is a switch. Activate both of them to open up a secret cave in the main water area. Find this cave and you'll discover the warp that takes you to Purgatorium - the first hidden Lobotomy level in Saturn Quake! We'll reveal the secret areas for this stage in next issue's Secrets Out guide.



1


2


3


4


5


6




Step on the panels, drop into the...

... Alcoves, then find the secret cave!

And there's the portal you require!

Purgatorium is the first secret level... and it's a toughie!

EPISODE TWO: EWOK VILLAGE

The second secret level coded up by Lobotomy Software themselves is the imaginatively titled Secret2, which has been dubbed the Ewok Village by SEGA SATURN MAGAZINE owing to its unique architecture. Getting there is quite difficult but far from impossible.

The level to access it is E2M3 - the Crypt of Decay. It all starts in the small room where you collect the Gold Key. When you pick it up, three little alcoves open up and two Death Knights appear. Back off and drop them with multiple grenades. Now re-enter the room. The alcove on the right is unique in that it has a torch inside it. Shoot the back of the alcove and it'll open up, revealing a secret. Inside is the pool that leads to the secret stage. However, you can't get there yet.

Continue on through the level. You'll pass through a passage with nail-shooters mounted on the wall, then cross a bridge over water with a tower in the middle. Paths to the left and right confront you - take the left. In the far room you'll see a red Quake symbol on the ceiling. Shoot it to reveal a secret room. Inside this room is a button that opens up the secret level.

Now return to the Gold Key room, enter the alcove to the right and jump into the pool. A new exit has appeared, leading to the special warp room!

1

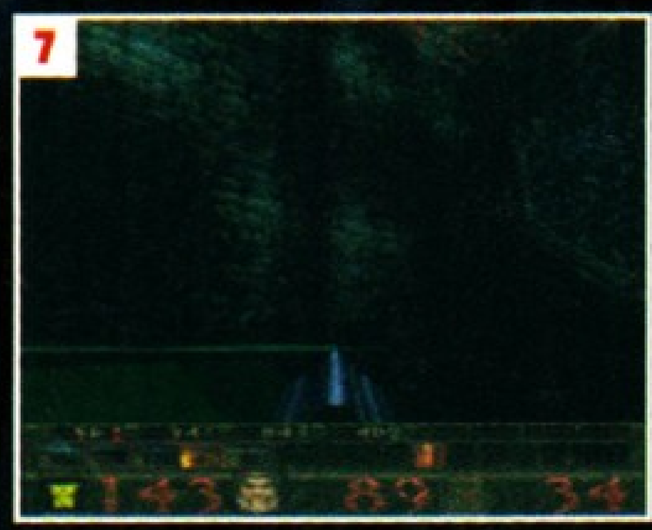

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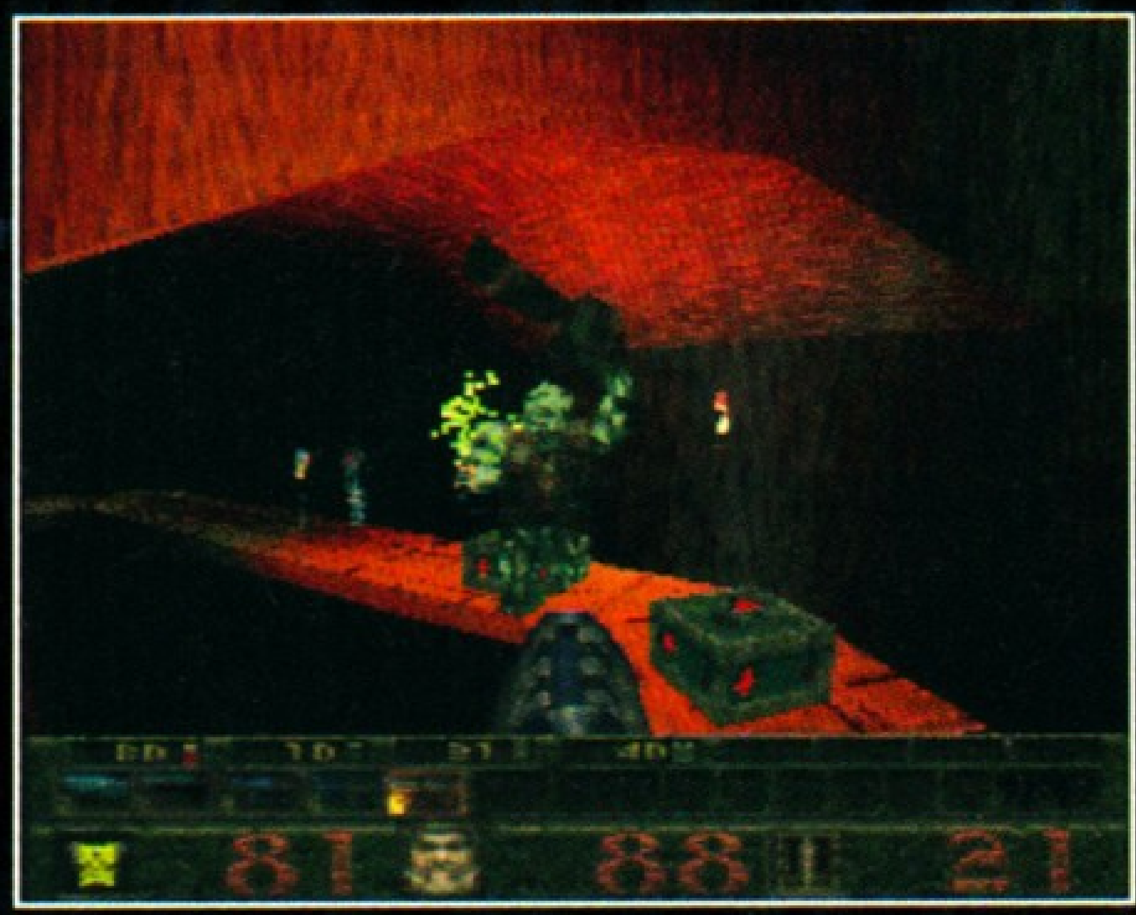

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EPISODE THREE: LET BATTLE COMMENCE

The third secret level is one of the best and also one of the easiest to access - even though it's hidden on one of the toughest levels in the game. The portal to the level is located on E3M4 - The Tomb of Terror. The exit to the secret is located right at the very end.

After you have finished the area of the level where you're on floating lifts, you find yourself descending an enormous staircase. As you reach the bottom, a Shambler materialises in front of you. Clearly, taking out this monster is your first priority. After that, go down the stairs and then look behind them. There's a small concrete path on the lava which you can jump down onto. Then just look down and you'll see a tunnel leading to the secret level - a mega battle of monsters!



On the secret stage you start out in this dank hallway...



But here's the Quake monster wrestling in action! Awesome!

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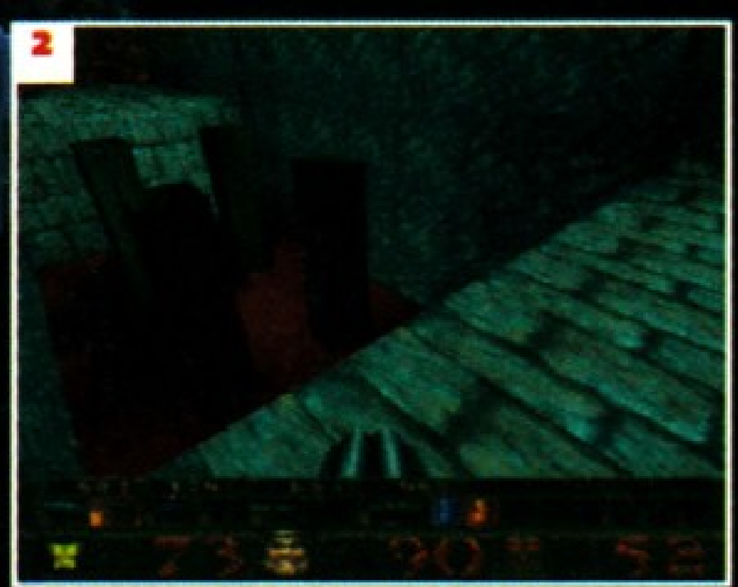

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Much precision is required to jump over the lava to find the secret portal...



Watery Grave: well named indeed...

EPISODE FOUR: A WATERY GRAVE

As you might imagine, since this is the final Episode of Quake, it's got the hardest secret stage to discover. It's mega-hard, in fact. But this is how to do it. The last secret stage is located on E4M5 - Hell's Atrium. The basic aim of this level is to locate the Silver Key and then return to the initial part of the stage where the Silver Lock resides. Put the key in the lock and a path to the exit appears. Now forget that. Whatever you do, DON'T use the Silver Key on the lock. Instead, jump across the lava pit, using the four poles as stepping stones. You'll see another door to the left which the Silver Key opens. In you go and there it is!

The last stage is extremely tough and is probably one of the best levels Lobotomy have created. Most of it is set underwater - hence the name (Watery Grave). It kind of reminded us of a particular hard level in Exhumed... only it's much, much tougher. Be warned: traversing this level is a five change of underwear trip.



Sonic R
Players Guide

As with Sonic Team's previous smash-hit Saturn success - NiGHTS, there's far more to Sonic R than meets the eye. A wealth of hidden extras have been included and SEGA SATURN MAGAZINE can now reveal each and every one of 'em! LEE NUTTER did all the leg work.

ACCESS SECRET RADIANT EMERALD TRACK

The real show-stopper of Sonic R is without a doubt the incredible Radiant Emerald course. Constructed entirely out of transparent polygons, this is clearly Travellers Tales' take on Mario Kart 64's Rainbow Road circuit, but the overall effect is far superior. To access the hidden track, simply complete each of the four standard circuits in first position.



▲ The Radiant Emerald track is visually astounding. We can't emphasise enough how spectacular it really is!







▲ Tsch... I dunno, women drivers, eh?





PLAY AS SUPER SONIC

As with the classic Megadrive Sonic games of old, the ultimate reward for skilled players is the invincible Super Sonic! Combining unrivalled speed with the ability to run across water, there really is no excuse for not finishing in first place every time.

To play as Sonic's golden alter-ego, collect the seven Chaos Emeralds scattered around the four standard courses and finish in first position. The location of each of the hidden Chaos Emeralds is revealed over the page.

PLAY AS DR ROBOTNIK

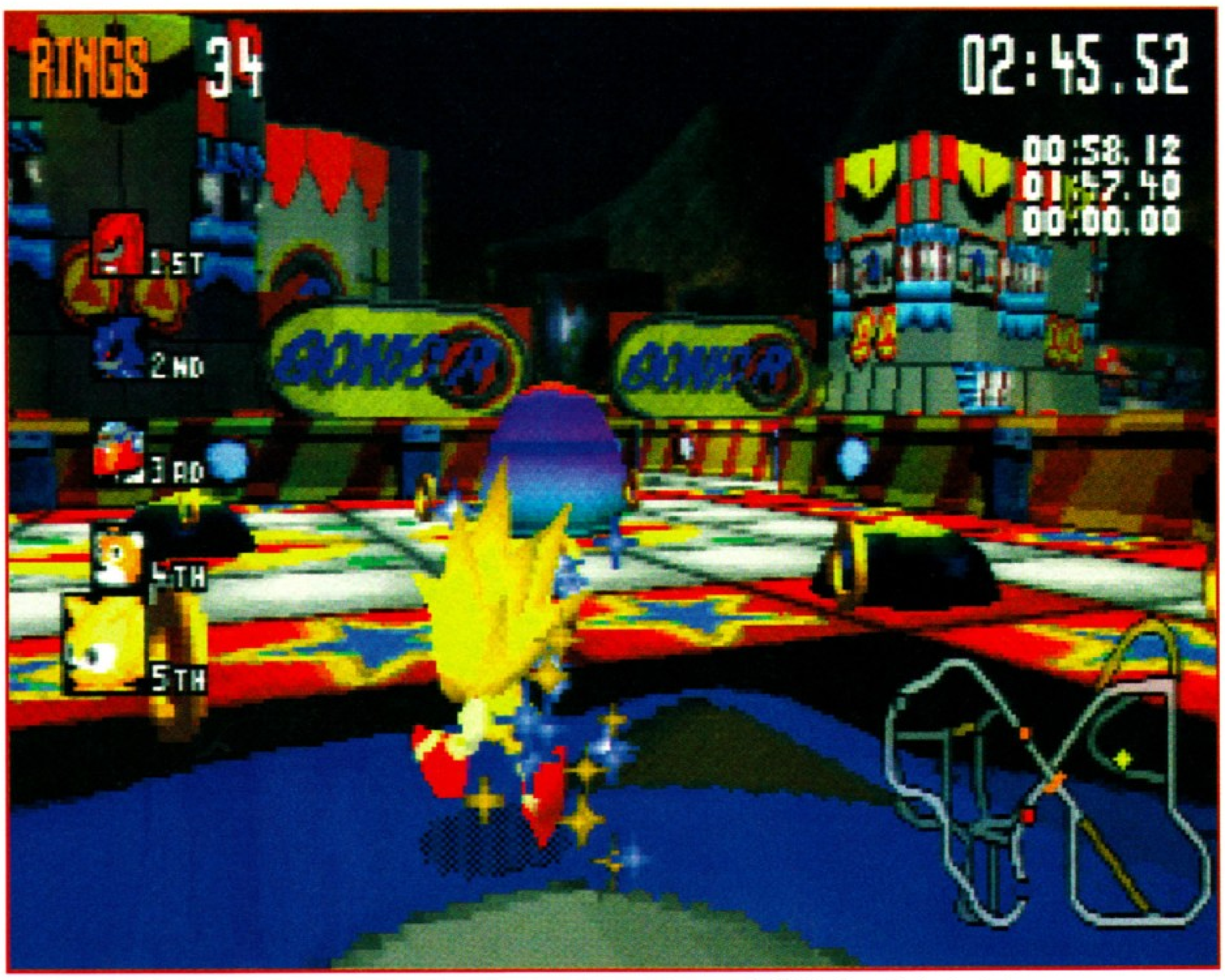
That's right! For the first time ever in a Sonic game, players are able to take control of Sonic's arch-nemesis - the evil Dr Robotnik! Whilst his craft initially appears to move at a very sedate rate, its ability to hover over the water sections is a real bonus, as is the on-board missile launcher.

To play as Dr Robotnik, access the hidden Radiant Emerald circuit and complete it in position numero uno as any character. Piece of piss.





▲ Dr Robotnik playable for the first time ever. Cool, eh?



▲ "Everybody's Super Sonic racing, try to keep your feet right on the ground..." Dig those funky Sonic tunes, man.

Level 1: Resort Island

Play as Mecha-Sonic!

PLAY AS MECHA-SONIC







▲ Take the shortcut through the village to shave valuable seconds off your time.

The star of Sonic CD becomes playable once all the five gold coins hidden around the Resort Island have been collected and the race completed in one of the top three positions. Mecha-Sonic then challenges players to a straightforward head-to-head race around the circuit, which must be won to gain this metallic character. Hint: use the shortcut labelled as number #4 on the Resort Island map.





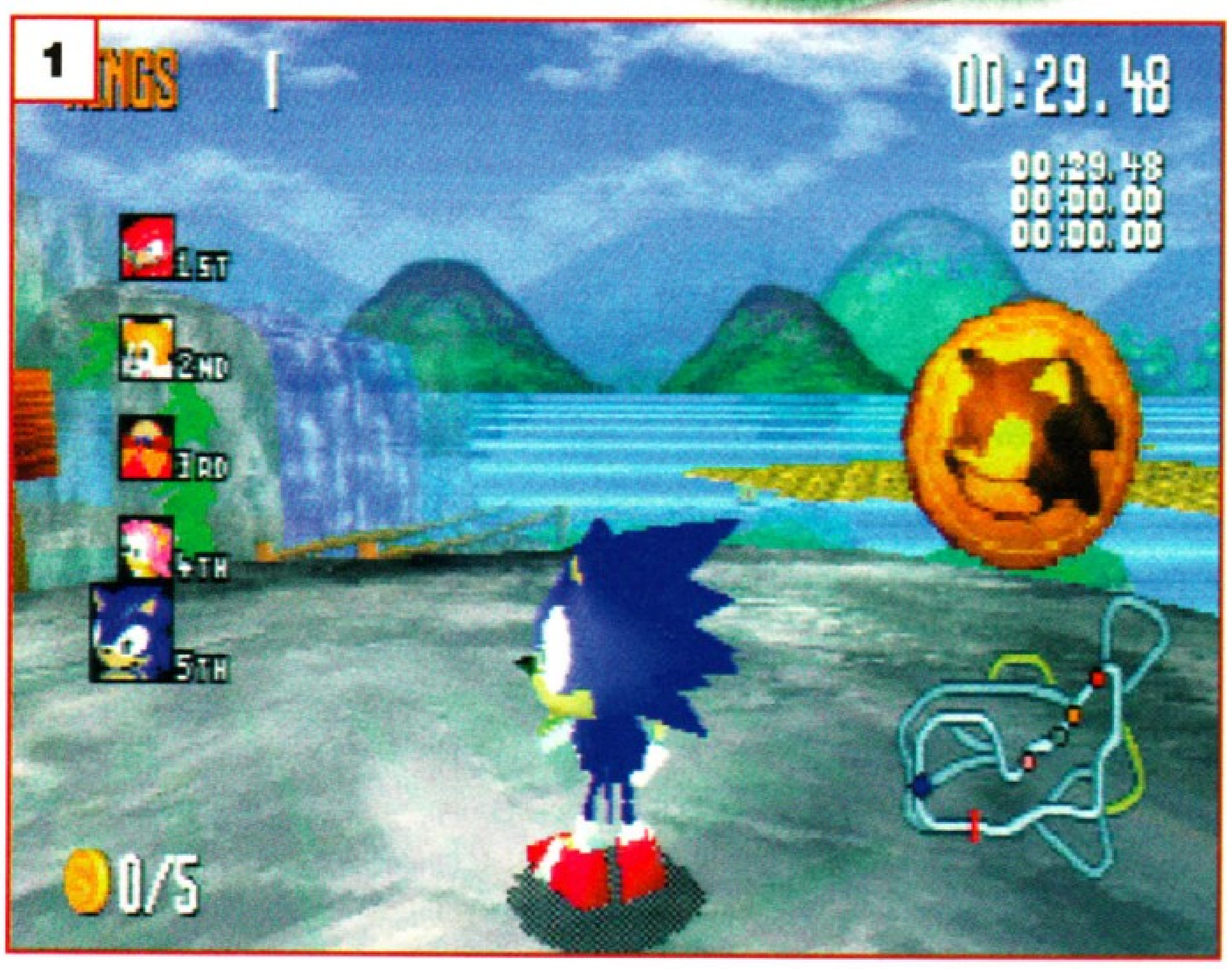
▲ Wahoo! Another gold coin.



▲ "Can you see, the sun is shinning on me, it makes me feel so free, so alive..." Come on, you should all know the rest by now.



▲ Only one Emerald on this course.

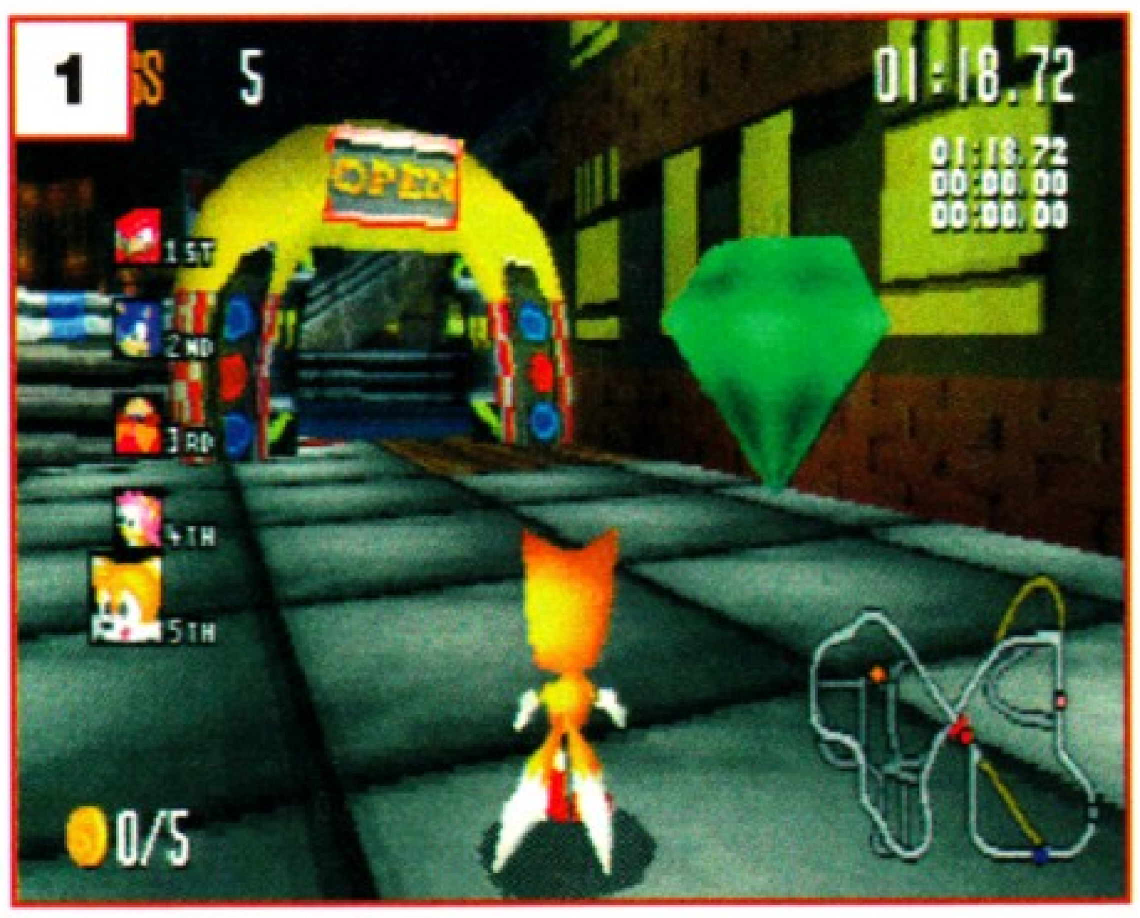




Level 2: Radical City

Play as Mecha-Tails!

The Radical City stage is approximately twice the size of the previous course and considerably more difficult to negotiate, requiring a few attempts to locate all the gold coins and finish in the top three. Beating Mecha-Tails in the head-to-head race isn't too tough though, especially if players make effective use of the many power-ups and short-cuts through the circuit.

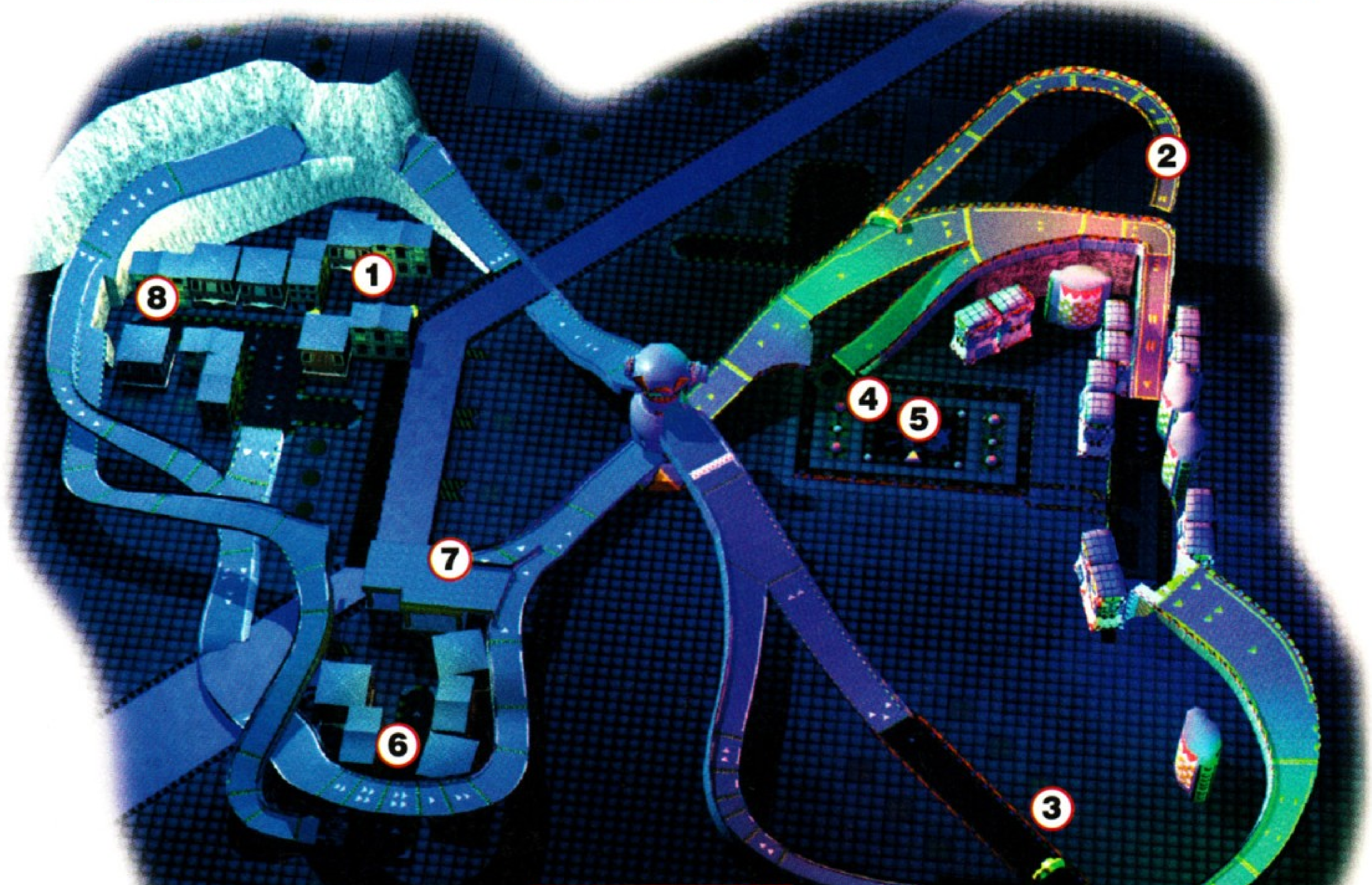




PLAY AS MECHA-TAILS



▲ Mecha-Tails is in fact a stuffed puppet!









▲ Finding the coins in the Radical City requires plenty of exploration.



◀ Take the shortcut through the pinball table to save time.





Level 3: Regal Ruins
Play as Mecha-Robotnik!

The surreal Regal Ruins circuit is initially quite tricky to get to grips with, given the complex nature of the course layout. But once players have familiarised themselves with the twisting track and discovered the myriad of secret routes, collecting the gold coins and beating Mecha-Robotnik in the head-to-head race shouldn't pose too many problems.



▲ Take the shortcut to reach this gold coin.

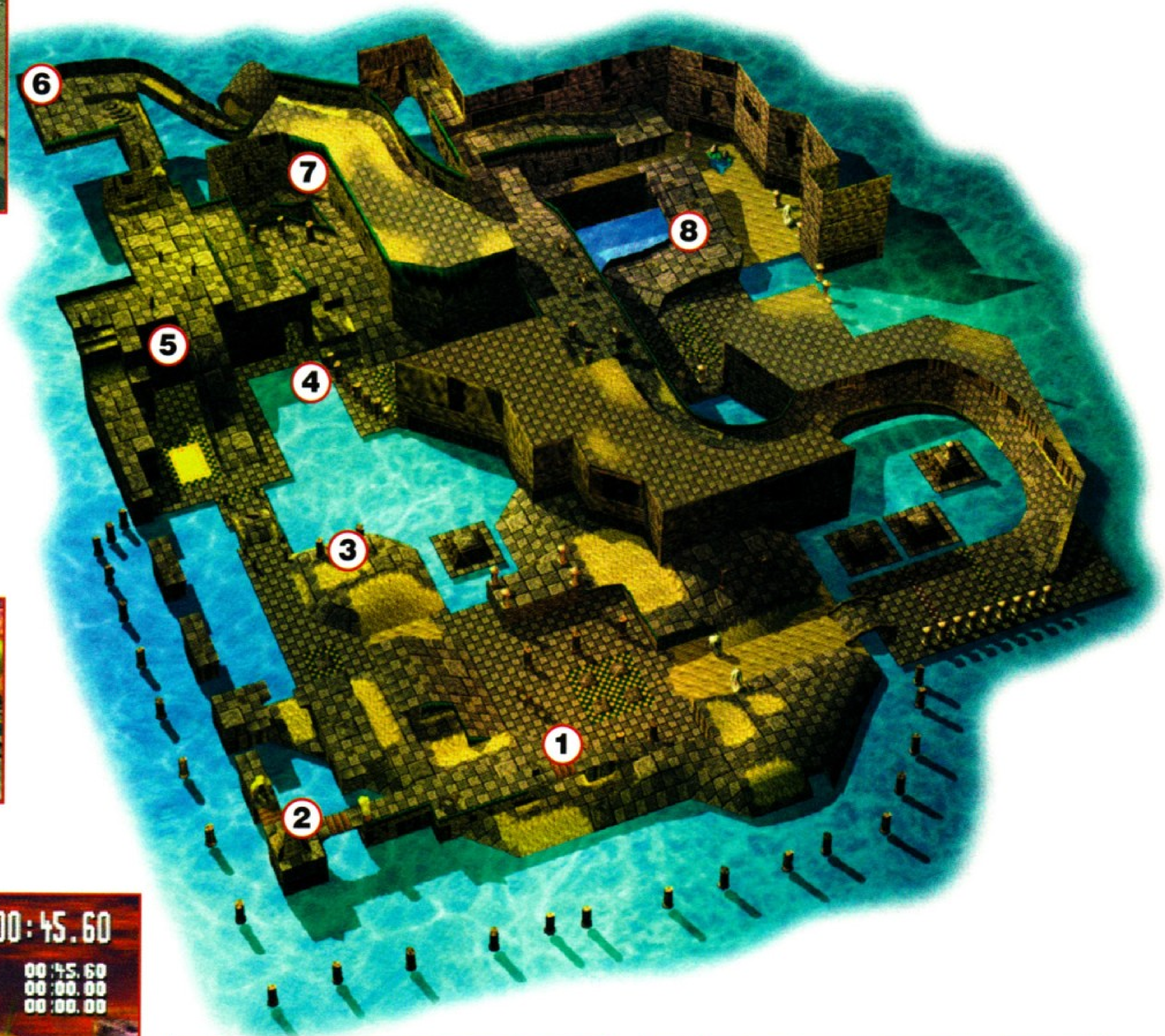


▲ Erm... another gold coin, just the same as the last.

PLAY AS MECHA-ROBOTNIK



▲ Play as one of Dr Robotnik's evil minions.





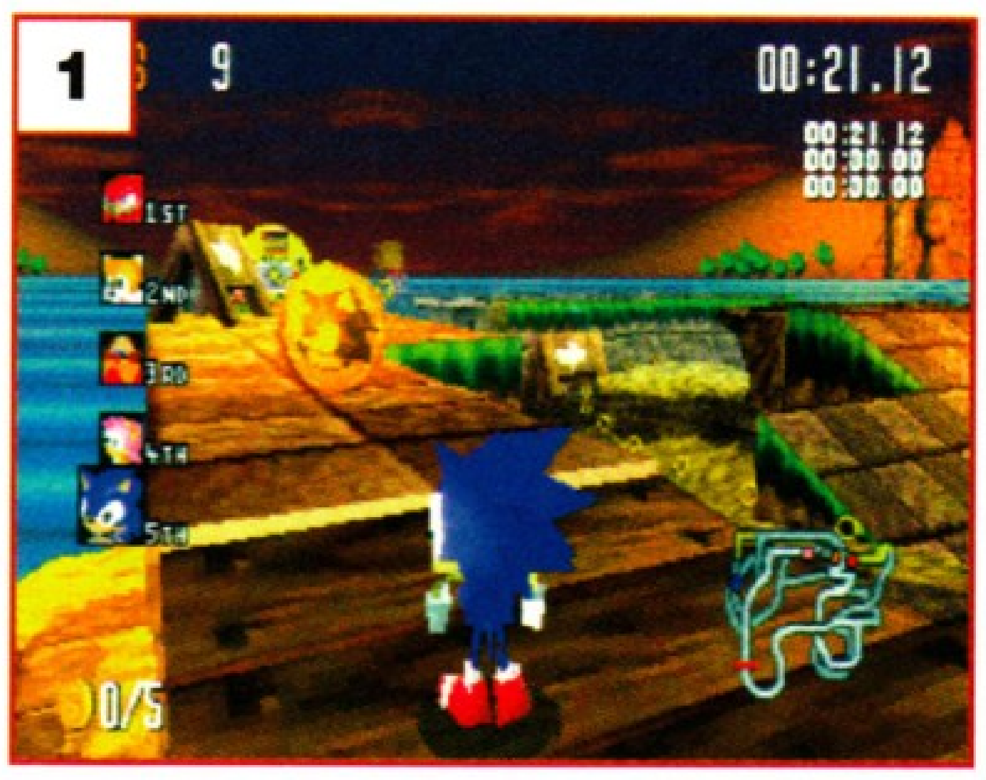




▲ Take the shortcut through the tunnel to beat Mecha-Robotnik to the finish.







Level 4: Reactive Factory

Play as Mecha-Knuckles!

The Reactive Factory course is the toughest to negotiate in the Sonic R roster, requiring a greater deal of exploration to discover the gold coins and Chaos Emeralds than in previous levels. Finishing in first position in the head-to-head race is especially difficult, but as with the other circuits, learning the quickest route and taking advantage of the wealth of power-ups is the way to victory.

PLAY AS MECHA-KNUCKLES















▲ You should have all seven Emeralds now.



▲ You need 20 rings before you can access the last gold coin.





MARVEL SUPER HEROES

Ultimate Guide PART 2

The game's out now and it's bloody awesome! Marvel Super Heroes is one of the greatest Saturn titles money can buy... and our coverage of said game ain't too bad either! Following on from last month's introductory combo guide, this issue we go specific, with the low-down on each of Marvel's finest!

SPIDER-MAN

The amazing arachnid specialises in speed - not so much in terms of running about, but definitely in terms of attacking power. Spidey's hits speed in at a record velocity, allowing for some incredible combination potential. To tell the truth, Spider-Man's special moves are more kind of flashy as opposed to useful - especially in combos. So for most of the really damaging attacks, Spidey relies on his normal attacks.

Typically, the specials are used to break up Spidey's combo onslaughts. The web ball attack can momentarily freeze a foe, allowing the web-slinger to get in close and initiate a combo or alternatively, he can unleash the deadly Maximum Spider super!

The key to success with Spider-Man is to learn attack and counter-attack from a combo standpoint. See how the web-slinger ticks and instead of reacting with the normal heavy punch, kick or special move, go for the medium punch move. This causes the opponent to launch into the air and the aerial rave can commence!





▲ A standing heavy kick can be chain into a web ball.








CAPTAIN AMERICA

Captain America has often been likened to Ryu and it is true that they share a great deal in terms of power and special moves (just exchange fireballs for Cap's shield), although Cap's more refined style is slightly slower than Ryu's. What this basically means is that Captain America is combo powerhouse. The man is capable of some amazing chains - on the ground he can move from any attack into a stronger one (eg weak punch into medium kick into heavy kick). In the



▲ Here's a jumping heavy kick...



Into a dashing weak punch...



Into a Stars and Stripes! Coolio!

air he can zig- zag, weak punch into weak kick into mid-punch into mid-kick etc etc.

In the sequence below, we're seeing Cap's throw being comboed into a Final Justice - a cheesy, yet legitimate tactic. Also, don't underestimate the power of Cap's shield. If you perform a low-power shield sling after performing a combo, the chances are that the shield will strike your opponent for another hit. Also, if you lose the shield, it isn't too much of a disaster. Without his trusty weapon, Cap actually inflicts multiple hits with his Stars and Stripes and Charging Stars attacks. This means MORE damage!



PSYLOCKE

Marvel Super Heroes' resident babe ninja psychopath is the buxom Psylocke. Despite her ninja skills, she regularly gets the crap beaten out of her in the comics so quite how she manages to take on the Hulk is beyond us. But in the game she does, and she does it with style.

Psylocke's so powerful because she can move and attack at lightning speeds. Additionally, her special moves are perfectly tuned for even more combo damage (unlike Spider-Man). Such is her power that Psylocke can chain virtually any move into another. If you're rubbish at the game just choose Psylocke and randomly smack at buttons - chances are you'll do quite well combo-wise.

The sequence to the right shows Psylocke using her launcher to send her opponent into the air, but following up with her fireball kick. Each move can be chained instantly from low to medium to heavy, inflicting far more damage.

Psylocke's ground combo potential is also massive - below we're seeing her chain from low punch to low kick to mid-punch to mid-kick etc etc. This is the zig-zag combo technique in full effect - and Psylocke is the mistress of this!





WOLVERINE

Wolverine's power and speed make him the male equivalent of Psylocke in Marvel Super Heroes. Like his ninjitsu team-mate, he has the uncanny ability to chain just about any attack into another, meaning that random button pressing actually pays off big-time for the inexperienced fighter. Also, like Psylocke, his special moves can be chained into combos to make them even more powerful. The drill claw, in particular, can be added on to many aerial rave attacks in order to inflict that extra bit of damage.For ground combos, it's best to remember the power of Wolverine's tornado claw special move. Tag this onto the end and up to six extra hits can be yours.

However, for real power, true Wolverine players should concentrate on aerial raves. In the last issue we went through what hits send your opponent flying into the air. It's best to study these intensively - Wolvers' aerial capabilities are probably the best in the game and remember: your opponent can't fight back when they're helpless in the air.

Wolverine's healing factor is also cunning. Hit him and he'll only lose half-damage - he'll recuperate the rest. This makes him able to last longer in a fight - obviously.



»



JUGGERNAUT

Juggernaut is UNSTOPPABLE. And this has great advantages. First and foremost, it's impossible to knock him over unless you manage to stun him (not likely). Secondly, hitting him when he's in the middle of attacking you does NOT stop his move. It's kind of like a counter, although he does absorb the damage.

And another pretty obvious Juggernaut fact is that he's really strong. A powerhouse in fact. So... when the damage piles up in an ordinary combo, you know that you'll REALLY be hurting the opponent. And there is some combo potential with Juggy - even though he's the slowest character in the game.

Both combos pictured start with a jumping mid-punch. The first follows up with a standing high-punch into a mid-power Juggernaut punch. The lower combo chains from the jumping mid-punch into a crouching heavy punch. Follow with an aerial low punch into mid-kick into heavy kick.





MAGNETO

Magneto's cool. Why? Because he's the ultimate mutant bad guy and Capcom didn't cop out by putting the memory-wiped good guy "Joseph" in the game. He's also cool because he's so powerful. Maggy specialises in rendering his opponents incapable of attack, before inflicting horrendous amounts of combo-derived damage. His hyper grav attack takes care of this, allowing you to either perform an infinity attack or go for an aerial rave.



And Magneto's really, really excellent in the field of air combos. Don't ask us why, but Magneto has a gift for raves, allowing him to attack easily and effectively. AND he's got three launcher moves to choose from (see last issue's guide).

The combo to the left is simple - a jumping heavy punch into crouching low-kick into heavy kick. Easy.

The bottom combo launches with a crouching heavy punch, before following up with a low into medium punch, then medium kick into heavy kick. Banzai! Experiment with these aerial raves!



SHUMA GORATH

This guy is weird. For a start, a great deal of experimentation is required to successfully figure out which attacks can be chained into one another and under what conditions. Additionally, some techniques technically ARE a combo in that once the first hit has connected the others can't be avoided (see the two heavy punches into mystic stare combo above right).

Shuma Gorath's weirdness can be used to his advantage - even his normal attacks produce bizarre, almost special move-like results, meaning that he has a vast amount of techniques with which to wrong-



foot his opponent. A lot of these moves also hit more than once - the heavy kick for example can strike six times when executed properly! (see below left).

Also, fiddle around with the Time Gem - once Shuma Gorath uses this, one touch on his opponent turns them to stone. This allows you to combo your opponent with no problem and freezes them at the end, allowing you to fire off Shuma's awesome infinity attack - the Chaos Dimension.



THE HULK

The Hulk is kind of in the Juggernaut's league in terms of heavy-hitting power and lack of mobility. When he hits, he inflicts massive damage, but he tends to telegraph his techniques way in advance of them actually hitting, giving his opponents plenty of time to ready their defences. However, combos inflict truly horrendous levels of damage - it's not uncommon for a single Hulk combo to smash half the energy bar off his opponent. The top combo shows a jumping mid kick moving into a heavy kick. Charge while in the air and finish with a Gamma Charge when you hit the ground.

Also, when it comes to aerial raves, the Hulk's launcher move (crouching heavy punch) inflicts two mammoth hits of damage, and this can be followed up with the vertical Gamma Charge or a super-jump combo. You can get in extra damage by starting off a potential combo with a jumping heavy punch and follow up with a dashing low punch into the crouching heavy punch launcher. This gives four hits before the aerial rave even begins. That's what's happening in the lower combo. While we're in the air we're finishing off with a low kick into a heavy kick. Awesome. The Hulk truly rocks!





IRON MAN

Iron Man is an irritating character to fight against. His special moves are effectively tailored to take out just about any form of attack that can start a decent combo. Ground-based and jumping foes are easily taken out with his technology-based attacks. And unfortunately, that's the best way to play as Iron Man because when it comes to yer actual combos, he's a bit weak.

Additionally, you can use Iron Man's heavy punch throw to smack your opponents into a corner, then scoop them off the ground and continue the damage with an on-the-ground combo (low kick into heavy kick) - that's what's happening in the top combo.

The bottom combo shows Iron Man dashing in with a low punch, moving into a medium punch then a heavy punch. As the opponent goes flying he catches them at the end with a Uni-Beam strike!





BLACKHEART

Blackheart is one of those characters who looks really cool and capable of some spectacular stuff, but in reality, the only decent combos you can really achieve with this character involve two or at best three different chained attacks. Additionally, like Shuma Gorath, what combos you can achieve are technically chains, although the game doesn't recognise them as such.

Like Iron Man, Blackheart specialises in repelling attacks. All of his moves are formulated in order to stop your opponent getting in close. The son of Mephisto favours this approach as opposed to all- out combination action.

His inferno attacks are cool though - you can string two of these together for super-damage. Plus he does have some chains - he can move from any kick to any punch (as demonstrated in the last issue).

The combo below is a typical Blackheart example. he starts with a heavy punch which issues forth demons. Then he chains it with a heavy punch Inferno attack. Excellent stuff.

Experiment with his special moves and see what techniques can be chained together. But don't expect any 15 hit aerial raves with this fighter - he just isn't built for it.





Duke Nukem 3D

The Guide PART 2

You can't fail to notice that we like Duke Nukem 3D. We like it so much we gave it 97% and we reckon it could well be the greatest game that Sega have released this year! This month we take a look at the second episode of levels, taking you through the game stage by stage... we get mediaeval on its ass! Let the carnage begin!

THE SPACEPORT

As soon as you start, look behind you. There's a teleporter which leads to a RPG. Near the beginning you need to find a switch to open the first forcefield. Behind the chair is a secret passage containing Atomic Health (and some alien interference).





In the room with the big shaft and the red forcefield, go to the end and use the lift to enter a room with an Earth and Moon on a computer monitor (this also has the blue lock in it). Check the monitors to find a hidden holoduke. Now return to the main room below and duck into the room with the blue access card. Shoot the vent at the end and enter the tunnel. This counts as a secret and has numerous goodies in it. With the blue card in your possession, return to the lock room and open up the main elevator, giving you access to the second floor.

Solve the puzzle with the four switches by turning the third one on and all the others off (the switches are revealed by finding the button behind the broken elevator). This allows you access to the central column. The red key card is at the bottom, but you can use the jetpack to fly all the way up the shaft to locate lots of goodies. There's a passage you can't reach otherwise that has a devastator weapon plus if you fly ALL the way to the top there are some trip bombs and ammo to collect.



Now just return to the second floor, find the red lock, use the key and go to the exit.

INCUBATOR

When you enter the first big room, you need to press a switch on the right wall. This opens up a room with patrol droids. Blast 'em and jump into their room to find a secret and some Atomic Health.

Additionally, there is a wall opposite to the switch which opens up, revealing some rockets. You can open up one of the inside walls to find another secret room!



Staying in the same room again, follow the wall to your right as soon as you enter. You'll spot an odd wall that can be opened to locate some night goggles. From here you travel upwards into a room with flickering lights. There's a circular door with some laser trips bombs here, but best of all is a false computer bank that leads to a freezethrower weapon and a holoduke!

In the blue room with the two Atomic Health, the two computer banks on the wall are false doors leading to some ammo. The switch in this room opens the forcefield in the corridor off the first main room.









Now you're entering a big circular room. Go left to find a door that opens up giving you the yellow card. Go around the circle to the yellow lock, use the key, enter, and blast the switch. This opens the door behind the yellow card.

This leads to the main incubation area. Blast everything in sight and jump underwater. Explore a bit and you'll find a couple of caves with useful ammo. Before you flick the alien switch the leads to the exit, use your jetpack to check out the top of this big room. There's a secret room behind the gun turret and a shrinker gun in the alien mess adjacent to it. Now you can progress...

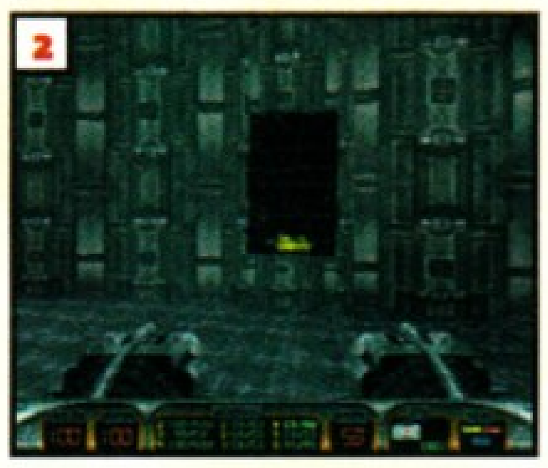
WARP FACTOR

When you first get into the big open room, check the walls - there are a couple of dark areas which house useful weapons and ammo. Now there are two lifts in this room. One leads to a lunar surface where you find the Blue Key Card. The other leads to the rest of the level. Beware this one - it has a couple of trip bombs set up. Chuck a pipe bomb, take the lift back up and then explode them. Now you can progress through the blue door that's to the right of the lift.

This leads to a large area where you find the yellow car pretty early on. It's guarded by a combination lock (middle switch on, others off). It's worth checking out the entire area for lots of ammo and Atomic Health, before going back and tackling the yellow lock.

Once the door's open, run up to the top and activate the wall to find a hidden devastator and freezethrower. Inside this area is a large control room with a switch in it. This opens the forcefield in the room with the yellow door. Pop back and take a running leap into the shaft ahead. This leads to the main exit. Curiously there are no secrets on this level.

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FUSION STATION

This level is pretty much one-way until you reach the large chasm which leads to the lightning columns. Now things get a bit more complicated. This area is circular-shaped, with meanies leaping out at you from recessed areas on the wall. The SECOND one of these has a false wall at the back, leading to both a raised and depressed area. Pipe bombs if you go up, Atomic Health for going down. And go down you must for there is a switch on the wall to shoot.

Now a lift shaft is available in the circular area. Take it. Now you're in an area with a big pool of water in the middle. Shoot the switches on the walls to open up areas underwater. These reveal switches which open up the door ABOVE water.

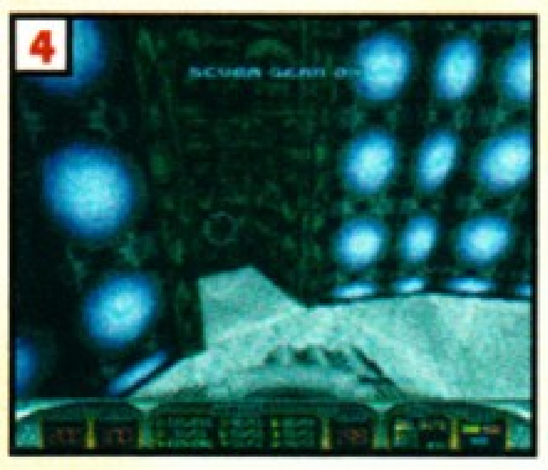
You now have access to a lift which takes you to another chasm. And from here to a mini-exit (this level's too big to fit in memory, so you load up the second bit here). The first part of this next level is fairly easy in that there is only one direction to go and with no discernible puzzles, just some straight firefights.

After going up in a lift you find yourself in a room with lava in the middle. One of the walls explodes, revealing a switch that allows you to progress, leading you to another chasm. And it's pretty much similar from there on in. Just keep your firepower at the ready and this level is your oyster, so to speak.

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OCCUPIED TERRITORY

The beginning of this stage is pretty straightforward, testing your blasting skills as opposed to the brain. However, in the big room with the patrol droids, there is an air vent packed with goodies to locate.

Problems start when you reach the corridor with two conveyor belts. This is where you collect the red card. Now you're clear to return an open the red lock. This opens up a room with the blue card, allowing you to progress further. Behind the card is a secret area.

Once you've opened the blue door, flick the switch on the control panel. Now find the green passage and work your way up to the top. After a firefight with the hovering rocket-spewing assault commandos, you'll find yourself pressing a switch, revealing the level self-destruct. Cool!

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There are a few chasms like this to negotiate in this level - a jetpack is essential really.

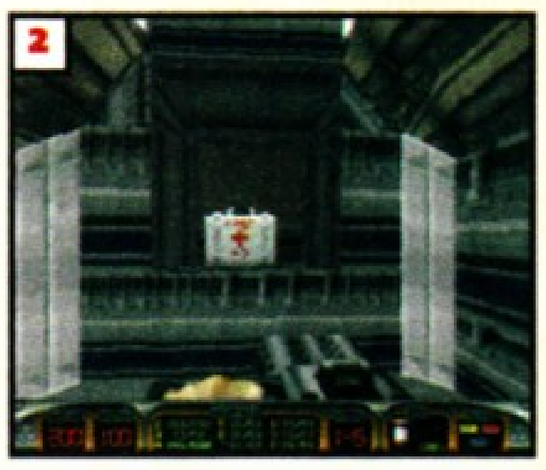
TIBERIUS STATION

The start room leads into a complex. It's important to flick the two switches in the thin corridors on either side of the main room (in order to open the left and right doors next to the main one). These supply areas really tool you up - and check the back walls for a secret. Flicking the main switch opens the main doors. Now you're ready to progress into a room with another control room. Get into that and flick the switch you find in order to open up the adjacent door below. Additionally, in the dark area, opposite the drinking fountain, is a secret area. Useful ammo is contained therein. AND next to the door just mentioned is a false wall. Again more secret activity awaits!

The brown doors lead you on to the next area of the complex. Take the air vent and you can blag your path all the way to the exit!





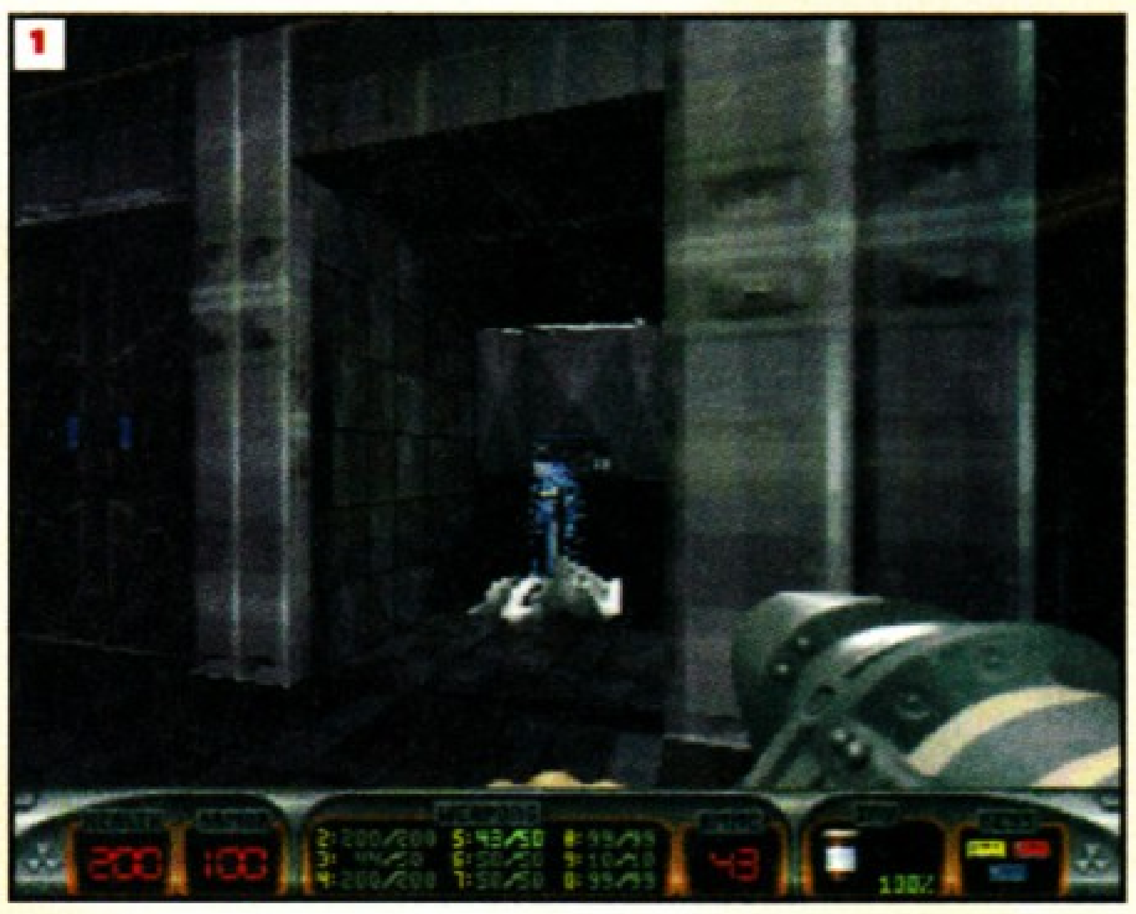



One of the supply rooms at the beginning of the stage has a false wall at the back, revealing health and a secret bit!

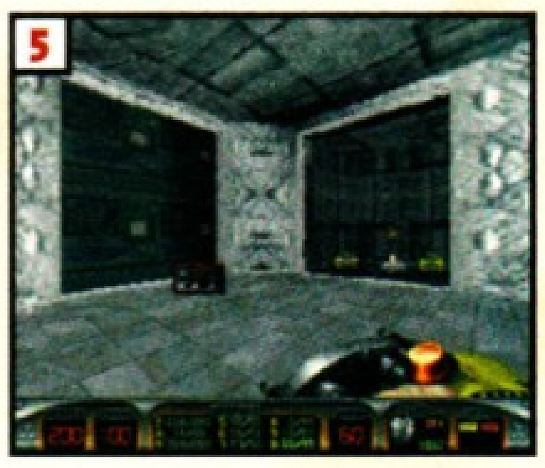
LUNAR REACTOR

First things first: find the toilet. The blue key card is in the third cubicle at the right. Now it's just a case of fighting your way through until you reach an air vent that takes you to the lunar surface. You need a jetpack at this point. No big deal, if you don't have one, you get one at the bottom of the chasm. Jet up to the blue corridor, get the yellow card, fight your way to the air vent and through to the slime corridors and then on to the room with the red card. There's a secret room here behind one of the computer panels. Now retrace your steps to the red lock (it's up the stairs, first to the left from the room with the card). A false wall leads you back to the beginning... and right into the hands of some assault commandos!

Now open the yellow door. More assault commandos await inside, but soon you'll find two paths - one going up, one going down. There's some gear to collect if you decide to do the former, but the exit means following the latter. Incidentally, there are no secrets on this level.







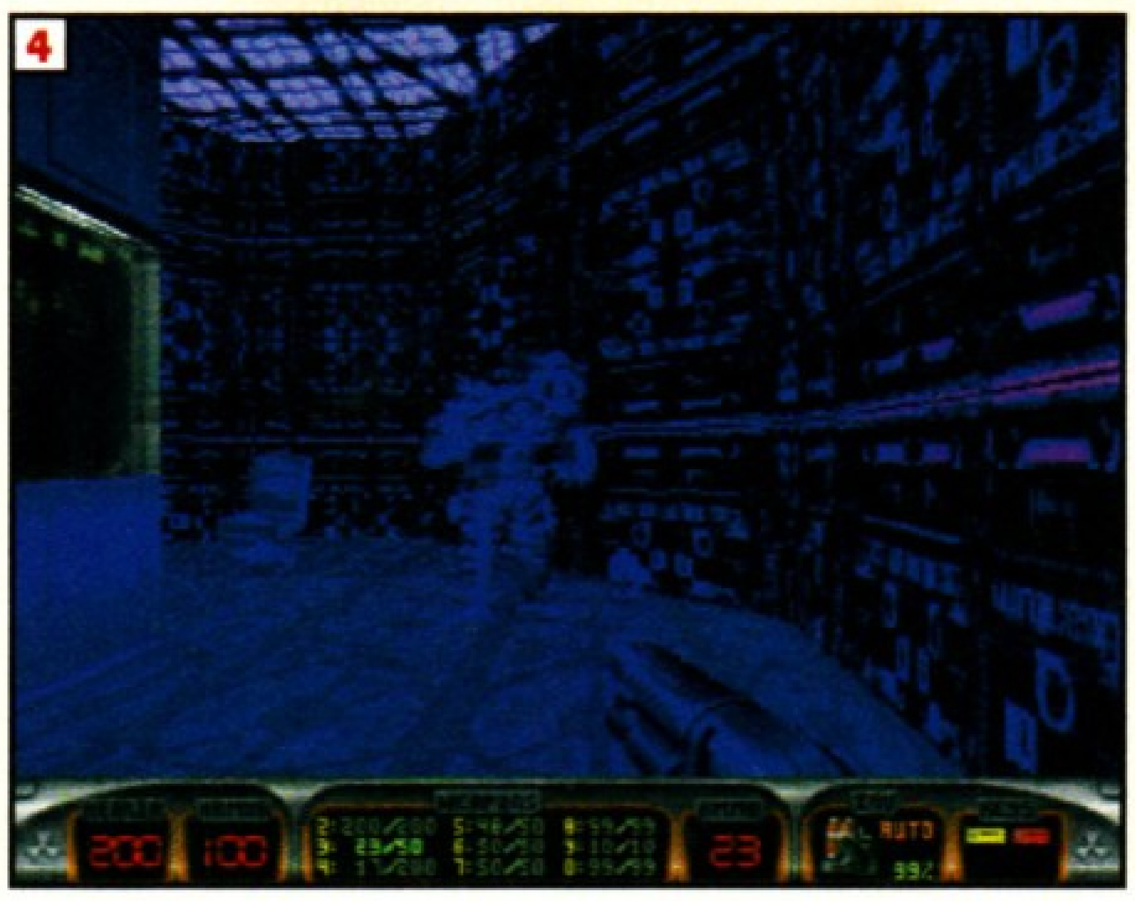

The plus sign shaped complex is the hub of the Dark Side stage.

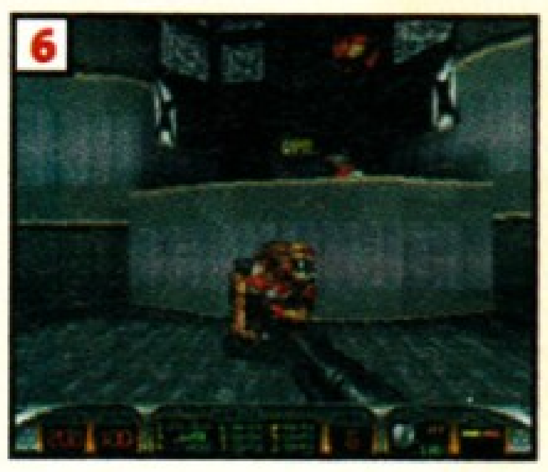
DARK SIDE

Not much occurs in this stage until you reach the plus sign shaped corridor. At the centre is map on the wall. Behind it are two Atomic Health capsules. One of the corridors leads to a warp. This takes you to the lunar surface which in turn takes you back into a new area of the complex. You'll be in a room with three distinct sections ahead of it. The most densely populated section is the left one and not surprisingly this has a conveyor belt exit on the left with takes you to the blue key card. Return to the original crossroads section and use the card to open a lift shaft.

This takes you to the back of the crossroads corridor section and leads on to another warp. This takes you into a new complex, the most distinguished landmark of which is a big drop down. In front of you is an

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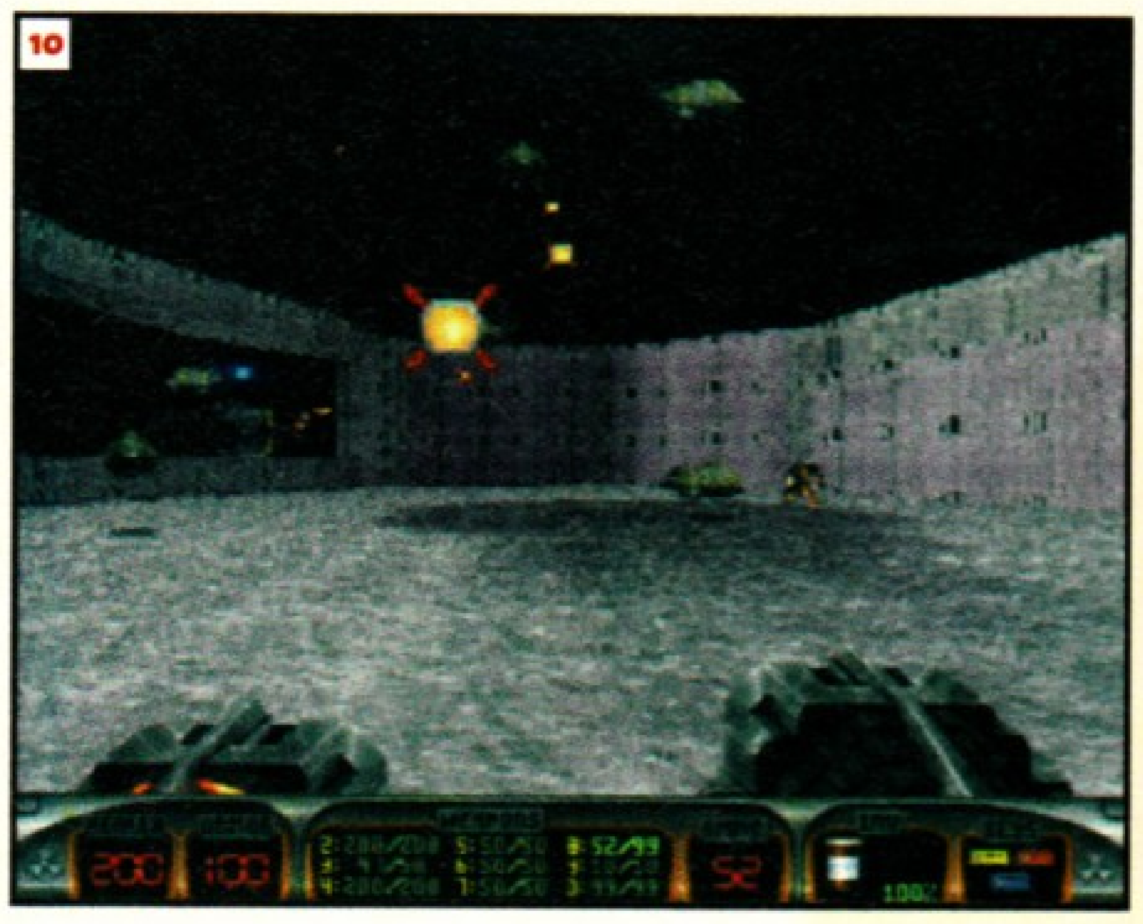




air vent. Enter it - it counts as a secret. This leads into a big red area with a single platform you can just about jump onto. From here you need to jump up, locate the switch and shoot it. This gives you the extra height required to jump across.

The room with the forcefield poses few problems. The switch opposite lowers the field and you should now have the yellow card! Now return to the crossroads once again and unlock the yellow door. The second part of the level is loaded in now.



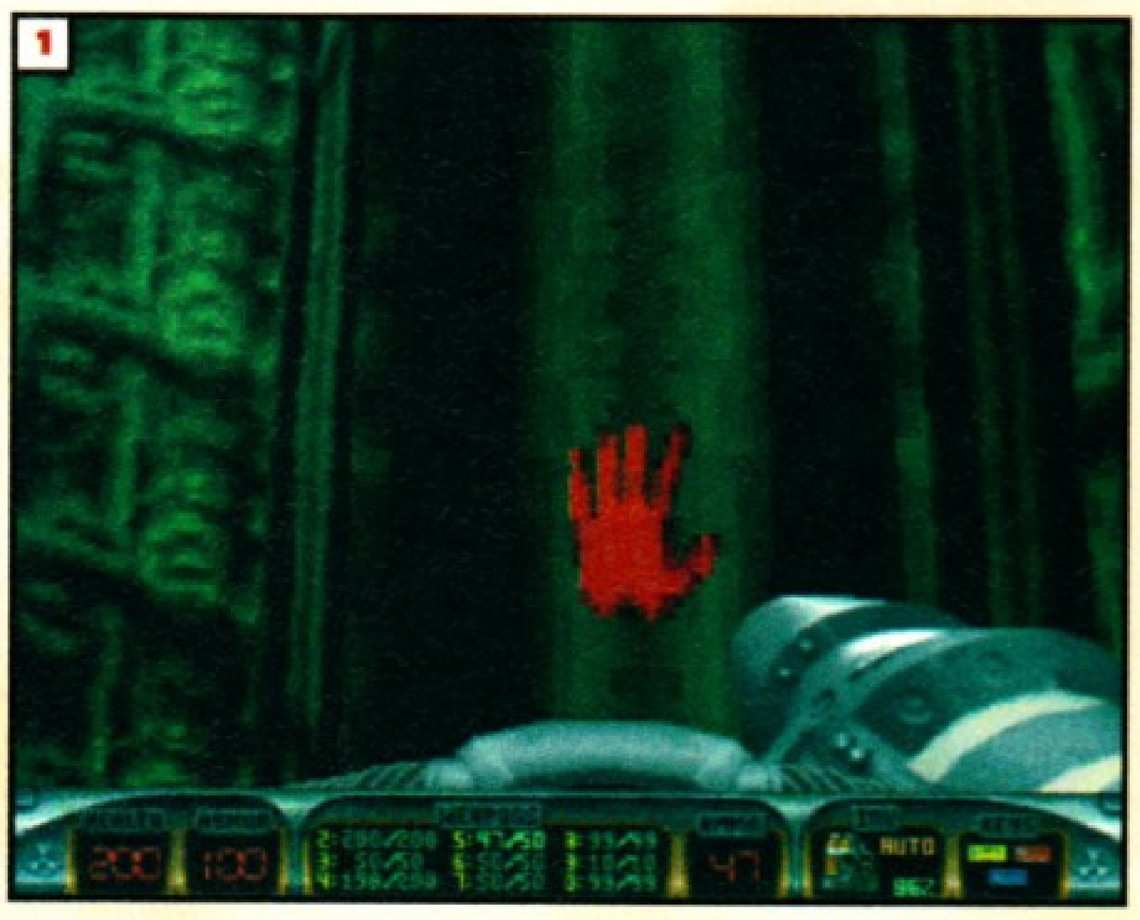


Guess what? Another warp awaits. The first problem you face here is a locked door. A table opposite has the switch to open it. This is an airlock which takes you outside again. Ready yourself for a swarm of sentry drones here...

Continue on into the room with a huge hole in the middle. Flick the switch, drop down to the surface, and go behind the giant wall to gain progress - a forcefield has been dropped. This leads around some canyons into a room with a 2001-style monolith. This is your warp out. The next room has tons of human captives in it plus a vast amount of Octobrains. Use your devastator to clear a path. The water at the back contains the exit. Just chuck a couple of pipe bombs in first to make sure...





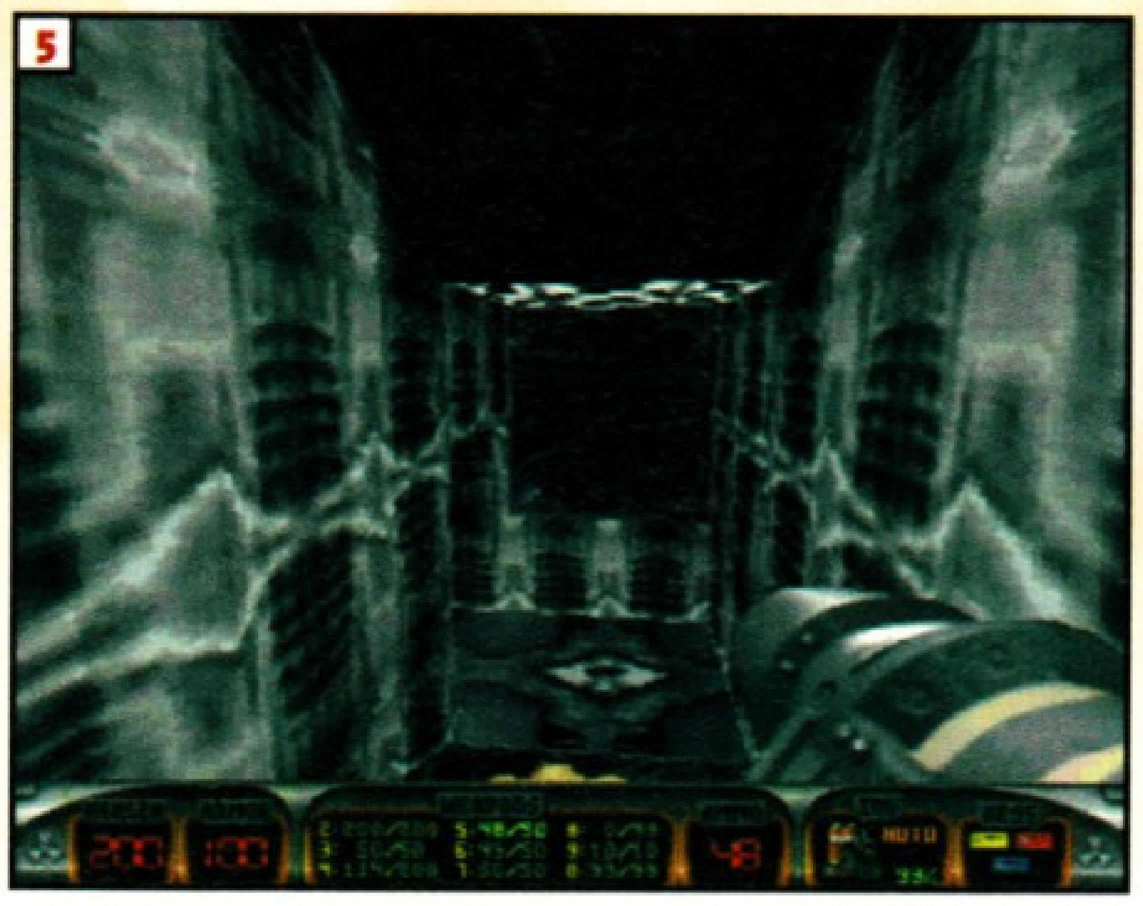
OVERLORD

Swim out into the open chamber and press the alien paw print. This opens up the centre, allowing you to get an Atomic Health. Once out of the water, find the door with the switch and go on through. Now you face the first boss all over again! He ain't so tough - a devastator assault annihilates him in seconds. Now you enter a big room with a thin, long ramp to ascend. At the top are some eggs, Octobrains - but most importantly a switch that opens a forcefield halfway down the ramp. There's a self-destruct here which takes you to the level boss.




Defeating him is so, so easy. Choose the devastator and let him have it. Then switch to the RPG, strafe left and right to avoid its rockets and keep blasting. If you're really cunning, circle around the beast firing - this way you dodge its rockets with ease.

Now watch the very amusing FMV and await the last set of levels. If you thought this was tough, you ain't seen nothing yet.







NEXT MONTH

The final episode of our Duke Nukem guide awaits! We'll be walking you through the hardest levels of the game, and revealing some more terrible secrets... such as how to access Death Tank without a Quake saved position (but it is almost impossible). Plus! The Lobotomy secret level revealed! Hail to the king, baby!

COIN-OPERATED

After last issue's mammoth JAMMA show coverage, Coin-Operated takes a slight change of pace this month with part one of the complete Lost World arcade guide. If you've not yet played AM3's awesome light gun shooter, take WARREN HARROD's definitive guide with you and defeat those dinos in style!

BY	AM3
BOARD	MODEL 3
TYPE	3D LIGHT GUN SHOOTER
COMPLETE	100%

The Lost World arcade game is a blast! Team up with a partner or take on the island's inhabitants single-handedly, but be warned... something has survived!



GAME SYSTEM
The gun uses a free type pistol with five rounds of ammunition. Players reload their weapons by shooting outside the screen.

TARGETING SYSTEM
For the larger dinosaurs and bosses, the game uses a special targeting system. Dinosaurs' weak areas are displayed with coloured target sights. You must shoot inside the target sights before they disappear. If the targets flash red, you're in danger as the dinosaur is about to attack. If you shoot the targets fast enough, the creature will be repelled. Fail to shoot all of them in time and you'll lose a life!

MAP KEY
Each map indicates the stage route as well as all the areas, events, items and dinosaurs that are encountered on the way.





Blast crates and barrels to take out the Velociraptors.

ROUTES
The yellow line marks the main route through the game. It shows the best course you can take through each of the stages by using all of the short-cuts. The blue line shows an alternative route off the main path. However, following this route makes the course longer. The small green marks on the route line show where the game pauses at the end of a chapter and displays your score and hit accuracy.

GAME PLAY AREAS
The large purple circles mark the areas where main game events take place. Those areas of the route outside these circles are represented by rendered movie cut-scenes.

EVENTS
The small red circles mark the positions of the special events in the game. Where two or more events are very close together they are both marked with just one circle.





Stage one may seem easy, but wait until you meet the T-Rex!



ITEMS
The position of all the items is marked with a small yellow triangle.

DINOSAURS
All the dinosaurs are colour-coded for each stage/area for easy recognition. Only the dinosaurs that attack you are marked.:

VELOCIRAPTOR:	[ORANGE]
COMPSOGNATHUS:	[GREEN]
DILPHOSAURUS:	[PURPLE]
MAMENCHISAURUS:	[BROWN]
PACHYCEPHALOSAURUS:	[LIGHT BLUE]
PTERANODON:	[DARK BLUE]
DEINOSUCHUS:	[RED]
CARNOTAURUS:	[RED]
TYRANNOSAURUS REX:	[RED]

>>

ITEMS
By saving lives and exploring your surroundings you can pick up various items that will help you advance through the game.

POWER BARS
The normal Powerbar can be found throughout the entire game but are usually well-hidden. The Super Powerbars add extra lives.

SPECIAL WEAPONS
Each weapon can can only be found once, so keep your eyes peeled. All of these power-ups are tricky to collect, but add significantly to your arsenal:

LASER-SIGHT
Located in Stage 1/Area 3. Save the man in the bushes to receive this special weapon. Improves accuracy, enabling long distance targets to be hit with ease.

GRENADE LAUNCHER
Located in Stage 2/Area 3. This is the only special weapon you can find without saving anyone. The Grenade Launcher won't last long, but does take out more than one target at once.

SHOTGUN
Located in Stage 2/Area 3. Save the person on the motorbike to obtain this weapon. Not quite as powerful as the Grenade Launcher, but shots cover a much wider area.

LIGHTNING
Located in Stage 3/Area 1. Rescue the person next to the door and gain the Lightning Gun. This is the most impressive weapon in the game and worth using just to see the awesome Model 3 special effects.


DANGER
10,000
VOLTS



EVENTS

There are many special events in the game. How players perform in these events changes the way the game unfolds. The special events are divided into the following four categories:





Shooting the right dinosaurs triggers alternative routes and secrets. Complete the special events for a massive bonus score.

SHORT-CUT EVENT

These are part of the game story and change the way you progress through each stage. Should you succeed, you can then skip part of the route and progress through the game a lot faster.

MARKSMAN EVENT

This event simply requires players to shoot one very small target off in the distance. Although it doesn't change your actual route it does affect the conditions of your route. This event is a true test of marksmanship!

DEFENCE EVENT

Instead of attacking a dinosaur, players must defend themselves against a fast-moving object. Failure to shoot all the object's target sights means that you'll take damage when it impacts!

SAVE-LIFE EVENT

Save someone by shooting the dinosaur attacking them. Save the victim and you'll receive an item, either a Super Powerbar or a Special Weapon. You must be careful not to accidentally shoot the person or you'll lose a life!

STAGE 1: The Law of the Jungle

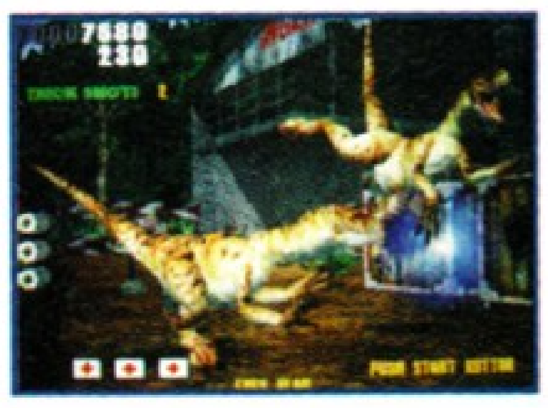
EVENTS: Short-Cut, Save-Life x 2, Marksman, Defence
ITEMS: Powerbar x 2, S-Powerbar, Laser-Sight

AREA 1

The compound is full of Velociraptors that attack in small groups from the front and right-hand side. To the right of the dinosaurs, at the bottom of the building, is a well-hidden Powerbar. Get it after you shoot the Velociraptor on top. Save the next victim to gain a locator device. Defeat the Velociraptors that attack from the right.

SAVE-LIFE EVENT

Save the man and get a S-Powerbar. Reach the warehouse, but ignore the screaming man. Look out for the Velociraptor that leaps down from above. Shoot the crates to the left for an Echo Shot. Shoot a Velociraptor frozen by a Snipe or Echo Shot and earn yourself Trick points!





Timing and accuracy are required if players hope to collect secret power-ups and well-hidden extra lives.

AREA 2

Smash through the barrier and drive into a small clearing. A pack of Dilphosaurus surrounds you. Use Snipe Shots and the oil drums to kill them.

SHORT-CUT EVENT

Head off at full speed down the narrow path that the bald man pointed to. To unblock the route, save the Triceratops by shooting the two Velociraptors. If you fail, you go to Area 3. If you succeed, the Triceratops moves and you proceed to Area 4.

AREA 3

Your jeep hits the Triceratops and crashes to the ground. Be prepared for a Velociraptor ambush!

MARKSMAN EVENT

The attacking Velociraptors are under the control of a Pack Leader high up on the left-hand side of the road! Shoot her and most of the other Velociraptors will run away.

SAVE-LIFE EVENT

Turn to the left and shoot the Velociraptors hiding in the bushes. Save the man to gain a Laser-sight.

AREA 4

Heading towards the forest you see some Compsognathus feeding on a dead Stegosaurus. Shoot them then prepare for more Velociraptors. They come from the left and then the right.

POWERBAR

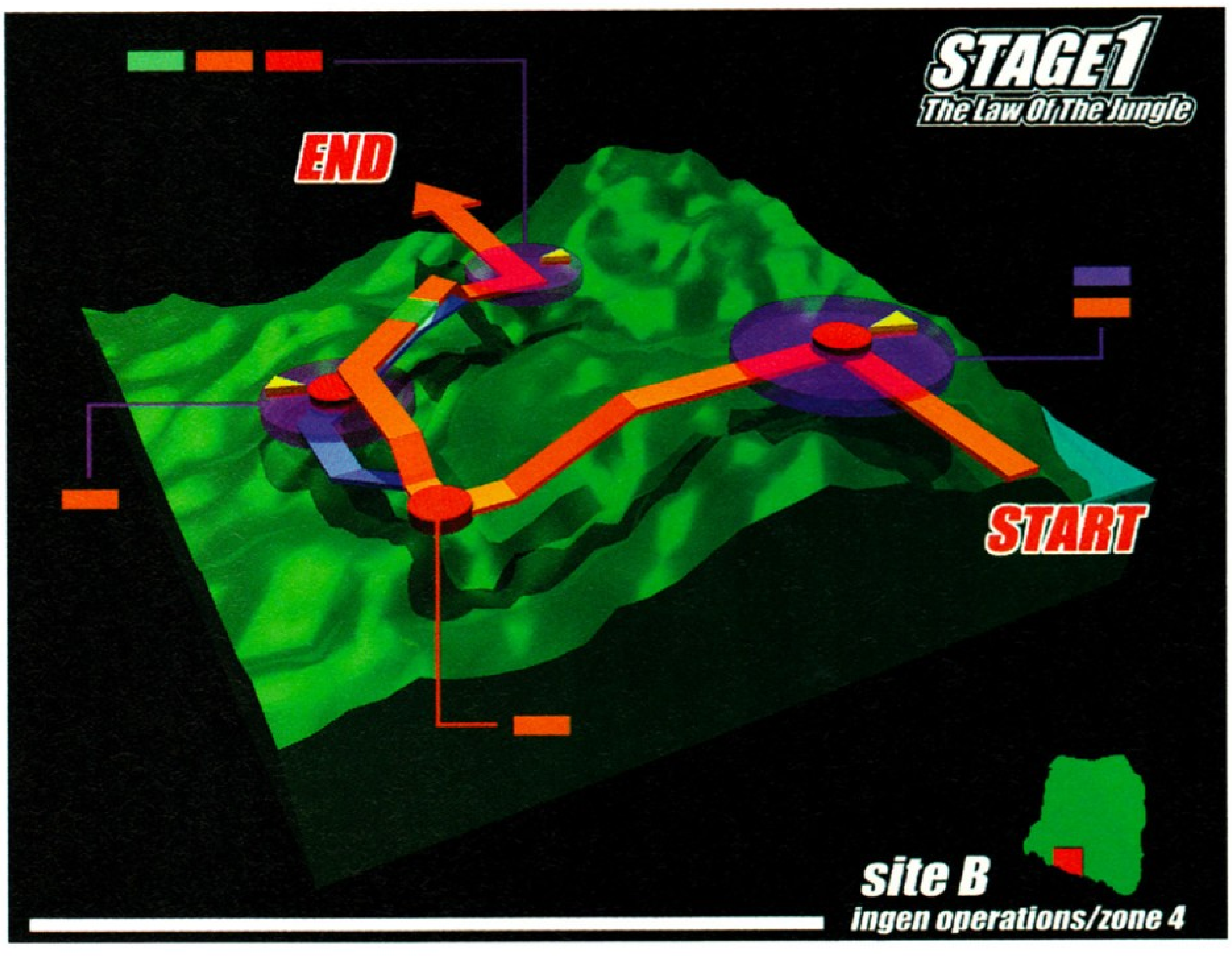
When Velociraptors jump down from the treetop, collect the Powerbar hidden amongst the branches. This is a very difficult shot. Use the oil drum for a One Shot Double.

AREA 5: T-REX BOSS

The T-Rex attacks first from behind then from the left and right. Hit all the target sights and she'll back off. Fail and she'll smash the side of your jeep with her head!

DEFENCE EVENT

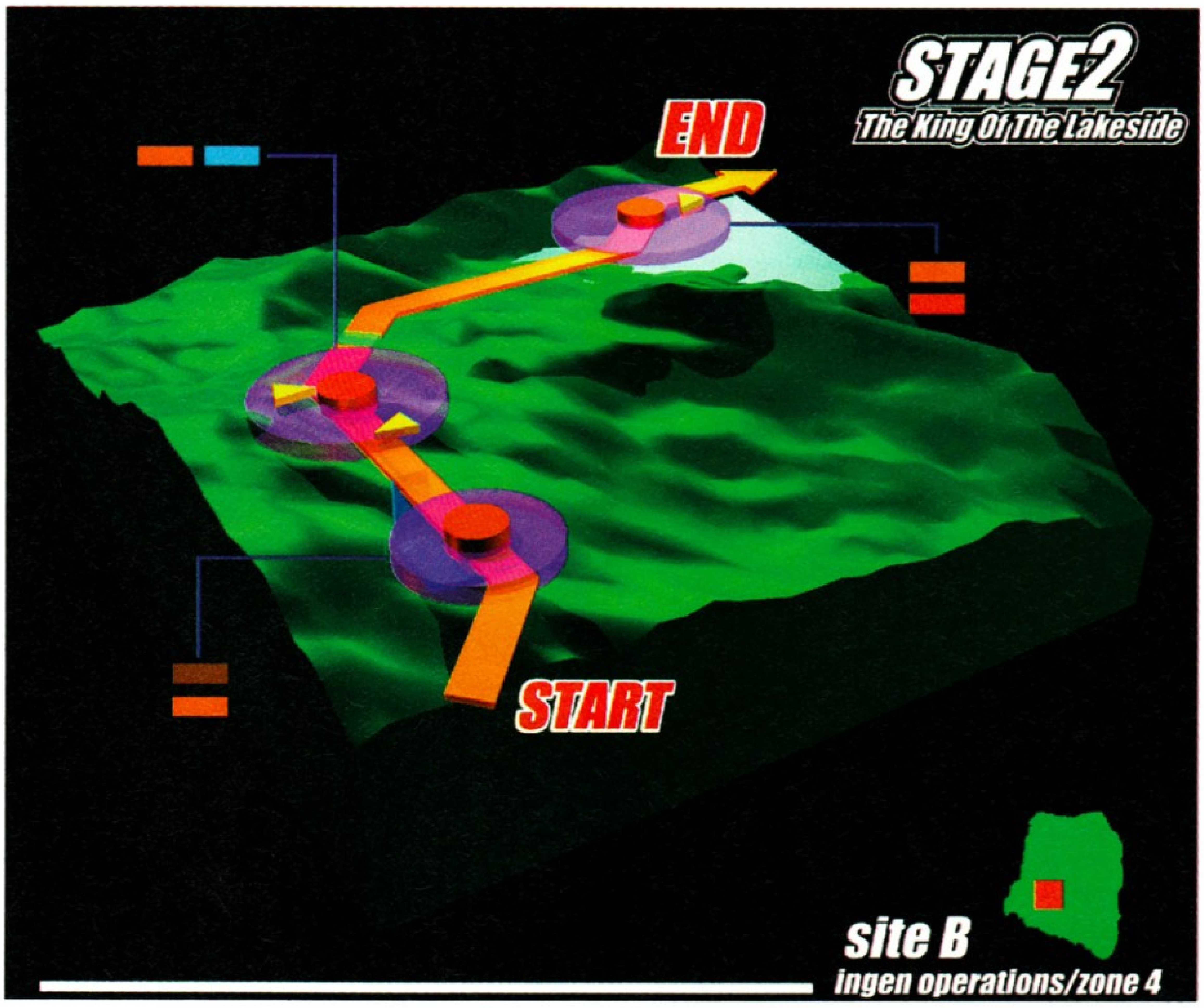
The T-Rex is blocking your path, so there's no escape. Hit every target sight accurately or she'll inflict massive damage.





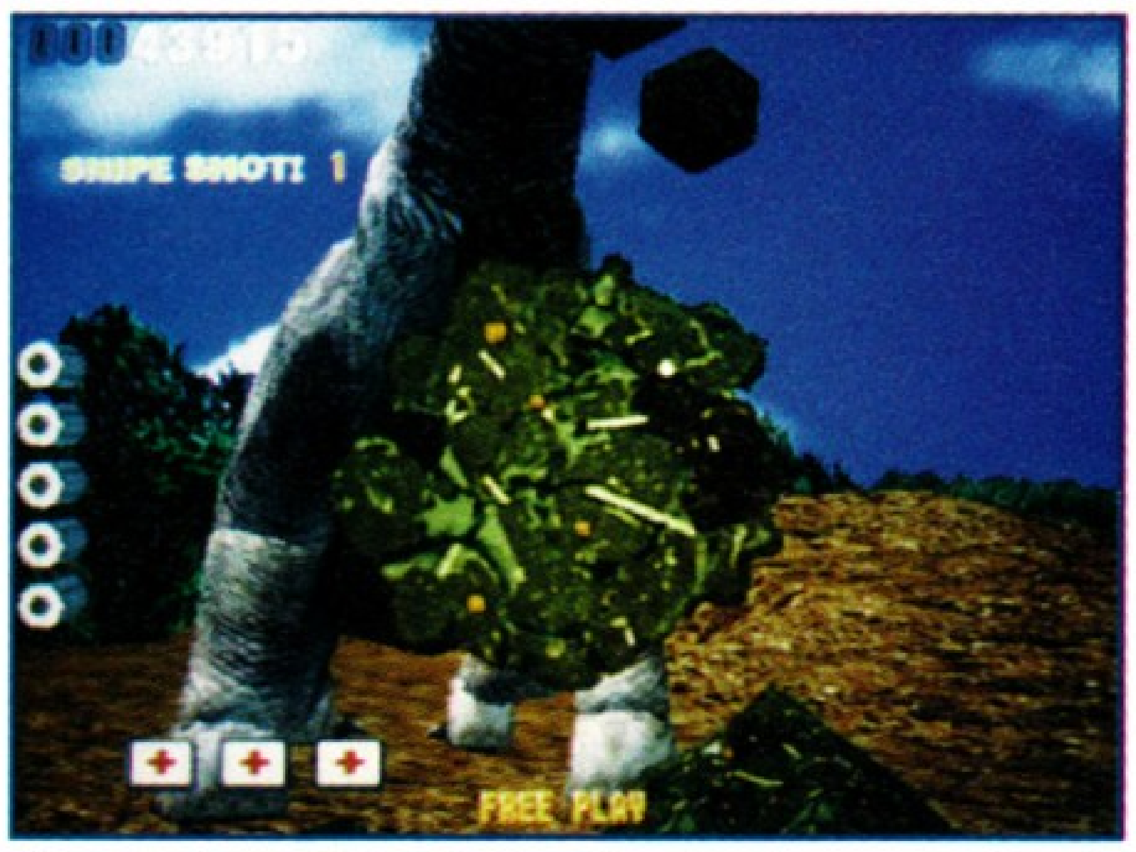
Believe us, this section is a lot easier in two-player mode.











"You dirty bugger!" As if facing off against fearsome prehistoric beasties wasn't bad enough, you've gotta clean up this muck!





Try to avoid hitting any of the grazing Mamenchisaurus.

STAGE 2: The King of the Lakeside

EVENTS: Short-Cut, Save-Life, Defence
ITEMS: Powerbar, Grenade, Shotgun

AREA 1
To reach the Site B Laboratory, head out over the open plains to a giant lake. You can see another jeep being attacked by a grazing Mamenchisaurus. Prepare for a crushing foot attack! Fail to stop it and a huge foot smashes down onto the jeep. The attack continues with a vicious swinging tail assault.

SHORT-CUT EVENT
Further on there's a Mamenchisaurus going to toilet. At this point you don't know why, but there's a target sight... so start shooting! Fail and you get a second chance when it starts to take a dump on you. Stop the anal assault and you'll head off to Area 3.







The Velociraptors are a pain, but the Deinosuchus is tough!

Fail and a large blob of poo sends you to Area 2.

AREA 2
The muck-covered windscreen obscures your vision and you drive straight into a muddy bog. A group of Velociraptors attacks. Defeat them and continue to Area 3.



AREA 3
Leaving the open grass plains behind, you find yourself heading down a long narrow valley with a few bushes scattered on either side.

GRENADE
Pick up the Grenade launcher. You won't have much time because the camera angle soon changes. Race along and repel another Velociraptor attack.

SAVE-LIFE EVENT
Save the motorcyclist from the Velociraptor pack to gain a valuable weapon.



SHOTGUN
Complete this task and the shotgun is yours. You can then use the gun's wide-firing arc to take out the Velociraptors hiding in the long grass.

DEFENCE EVENT
The bike bounces out of control towards you. Shoot it in time before the Velociraptor Pack Leader attacks again.

AREA 4
The camera angle once again swings around to the front to show a jeep fleeing in the opposite direction. Your progress is halted by a herd of attacking Pachycephlaosaurus. Stop them in their tracks.

AREA 5
Leaving the dry river valley behind, you drive onto a rickety floating bridge spanning a large lake. The bridge leads directly to the Laboratory so this is the quickest route. Once again the Velociraptors attack, but by now you should be able to handle them with ease.

AREA 6: DEINOSUCHUS BOSS
With no alternative route you slowly make your way across the wooden bridge. The Deinosuchus swims around in circles looking at you carefully before attacking from both sides. It only takes damage when surfacing to attack you.

POWERBAR
Aim carefully as the Powerbar only appears for a few seconds. Just when you think the Deinosuchus is dead, it suddenly smashes through the bridge. As with the T-Rex, just keep shooting the target sights to defeat this killer croc!

TO BE CONTINUED... NEXT MONTH!

Out Now

SONIC R

BY	SEGA		
STYLE	RACING	RATING	93%
PRICE	£44.99		

A game that promises much and delivers plenty, Sonic R is an absolute delight. Load up the game and just witness the power of the Saturn in action. Travellers Tales' 3D graphics are some of the best on any 32-bit machine. Once into the game proper you can appreciate just what they have achieved here - it knocks Mario Kart 64 into a cocked hat with little effort whatsoever. The solidness of the 3D is excellent and the range of special effects will just blow you away.

GAME OF THE MONTH SEGA SATURN MAGAZINE

But a game can only survive with excellent gameplay and fortunately Sonic R's got it by the bucketload. The game works on so many levels - as a super-fast balls-out racer and indeed as an exploration game too (and playing it as the latter is what yields the game's many secrets). Add in what is by far and away the greatest split-screen two-player mode we've ever played and Sonic R's success is guaranteed.

It's software like this that makes owning Sega's machine such a joy...



SEGA TOURING CAR CHAMPIONSHIP

BY	SEGA		
STYLE	DRIVING	RATING	79%
PRICE	£44.99		

This game promised so much and delivered so little. From the creators of Sega Rally, Touring Car promised to take the epic car-duelling action of the sport and bring it to the Saturn with the the sort of arcade-to-home enhancements that made Rally so superb.

Right from the beginning of the game's development we were told that the graphics were going to get better. The detail would remain but the speed would be sorted out so the game matched the sheer fluidity of Sonic R and Sega Rally. But having played the finished game, it's clear that nothing has been changed at all.

Sega Touring Car has two big problems. First of all, the original coin-op was too difficult to get into (and the Saturn version has the same problem) and secondly the graphics engine is markedly inferior to Sega Rally.

Tuning the car's handling can help sort out of the former, but nothing can remedy the latter. The bottom line is that this game just doesn't look good enough, it's a step up from the original Daytona but light years away from the Rally engine. The thing is, there doesn't appear to be as much detail on the Touring Car courses than there are on the Rally ones. So how come the frame rate's so jerky? How come the screen seems to momentarily freeze whenever you pass under a bridge? But the biggest question remains: why can't Sega improve on the two-year-old Rally? Travellers Tales have shown just how much the Saturn can advance graphically - why couldn't Touring Car have done the same?

Sorry guys, but we've been let down on this one.



QUAKE

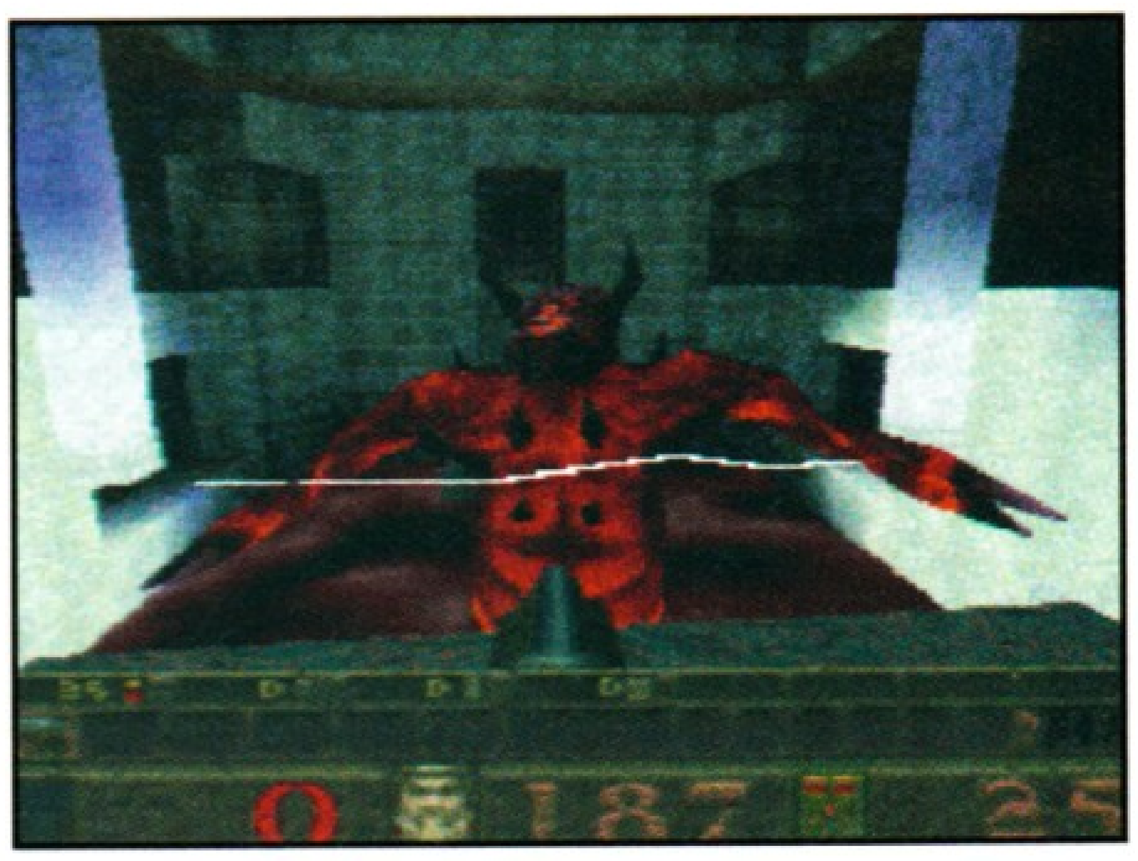
BY	SEGA		
STYLE	QUAKE!	RATING	92%
PRICE	£44.99		

The first thing you'll think when you see Quake running is simply... HOW?! Lobotomy have performed yet another miracle in bringing id software's classic game across from PC to console. You can almost see the Saturn breaking out in a sweat, seemingly protesting against the impossible tasks it's being asked to perform here. And yet Quake works on Saturn. And it's great!

Every level from the PC version is here (bar the secret ones - Lobotomy have coded in their own stages instead), every monster, every weapon. And no matter what graphical extravagances Lobotomy ask the humble Saturn to perform, the machine does the business. And it does the business at a speed and fluidity you just won't believe. The game's a marvel!

Of course, the lack of multiplayer action does hurt (and for this reason, Duke Nukem 3D is the better buy if you can only own one of these games) - after all, Quake was first designed as a multiplayer game and in this regard it is one of the greatest games ever.

An add-on disc and link-cable combo would make this game perfect. But since that's not likely to happen, appreciate Saturn Quake for what it is: a great, hugely playable game that really has no right being as good as it is.



THE LOST WORLD

BY	SEGA		
STYLE	PLATFORM	RATING	60%
PRICE	£39.99		

You've seen the movie, worn the t-shirt and probably wished you hadn't bothered at all. However, if you're still bitten by the prehistoric Lost World bug then Sega's latest movie tie-in may be for you. Not that it's a quality title at all, far from it in fact, but when it comes to dinosaurs The Lost World certainly delivers in spades.

The problem with videogames based on film licenses is that they either completely deviate from the original source material or lazy developers simply produce a poor platform title. Guess what happened here? With a selection of human and dino-characters to play as, and with the Spielberg seal of approval, it's a bit of puzzler why this Saturn game is such a letdown. The answer is that glitchy graphics, appalling collision detection and repetitive gameplay result in The Lost World coming across as a mediocre Megadrive title instead of the 32-bit monster it should have been. What's really weird though is that with the right development team and cool ideas, Sega's AM3 arcade division managed to produce the awesome Lost World coin-op.

Still, if you're a sucker for this sort of thing then there's probably no stopping you, but at least rent it first. Saturn owners with some sense should steer well clear.





MORTAL KOMBAT TRILOGY

BY	WILLIAMS		
STYLE	2D BEAT 'EM UP	RATING	88%
PRICE	£39.99		

It's difficult to understand just why Mortal Kombat is so popular, from a gamer's perspective. In these days of Marvel Super Heroes and Street Fighter Alpha 2, Williams' poorly animated, almost disabled-looking digitised characters just don't cut the mustard. And just how many different colours are they going to make that ninja wear in the name of "extra" characters?

Of course, the key to MK's original success were its trademark "gruesome" effects, copious amounts of blood flying everywhere and those "terrifying" fatalities. Come on, let's face facts: MK might set out to offend but in this day and age it does nothing more than gently amuse small children.

MK Trilogy is exactly what you'd want from this style of game. The emphasis on skilled gameplay (as seen in the Capcom games) is downplayed, with more effort being put on the vast amount of secret stuff and simple combination attacks.

Which is fine if you like that sort of thing. The bottom line is that MK Trilogy is the fitting conclusion to the Saturn MK franchise. Pretty good fun with lots of fights and what-have-you, but little in the way of surprises. The game's bound to sell well and we seriously doubt that any one who likes MK will be disappointed with what this offers. But please consider Street Fighter Collection first. Please.





CROC

BY	FOX INTERACTIVE		
STYLE	3D PLATFORMER	RATING	91%
PRICE	£44.99		

Fox Interactive's highly anticipated platformer has raised more than a few eyebrows in the SSM office. What many predicted would just be a blatant Mario 64 clone has instead further highlighted the Saturn's ability to produce credible 3D worlds. The fact that developer Argonaut has also incorporated some decent gameplay hasn't hurt either.

While there's nothing particularly new or inventive about Croc's colourful adventures (expect power-ups, lethal drops and end-of-level guardians) Fox has managed to gloss over the game's shortcomings resulting in a surprisingly playable package. The hook for younger players are the obvious cartoony graphics while the OAPs amongst you are definitely going to find the game to be a real challenge. Hidden routes, rock-hard bosses and secrets galore are just some of the treats waiting to be discovered and talented players will find their efforts are constantly rewarded.

If the 3D section of Sonic Jam was enough to whet your appetite for this type of gameplay then Croc will definitely satisfy your craving for more solid platform action. Expect to see more of this crazy Croc fella in the near future...



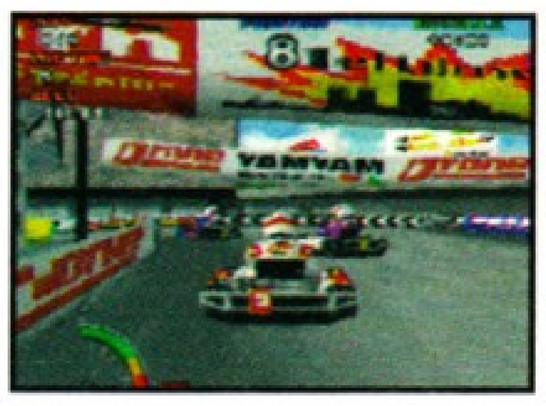
FORMULA KARTS

BY	SEGA		
STYLE	RACING	RATING	80%
PRICE	£39.99		

Now this is frightening. Formula Karts, what should have been a competent racing game at best, actually manages to achieve a higher overall score than Touring Car! So mucho praise to developer Manic Media for their great PC-to-Saturn conversion and a kick up the ass for AM Annex.

Although not completely solid, the game's visuals still manage to chug along at a high frame rate with both karts and tracks decorated in all manner of colourful stickers and banners (take note Touring Car). Heck, even the cool two player split-screen option will convince you that you're zipping along at 100mph with your bum just centimetres above the ground.

Unfortunately, the downside is that go-kart racing just isn't that exciting (cue mountain of angry letters from UK Go-Karting Association). Let's face it, if





you had the choice between driving a state-of-the-art sports car and a vehicle that had slightly more power than your average lawnmower, what would it be?

Still, regardless of transportation, Formula Karts is a nippy little bugger that deserves a place on your Saturn game shelf, nestled neatly between your copies of Daytona CCE and Sega Rally.

TRASH IT

BY	GT INTERACTIVE		
STYLE	SMASH 'EM UP	RATING	39%
PRICE	£34.99		

There's an unwritten rule in the "wacky" world of reviewdom: if the first time we get to see a game is when a boxed copy arrives in the office, the chances are that the company involved knows it's rubbish. No publicity is better than bad publicity when retail buyers actively read the videogames press before making their purchasing decisions.

But for a pre-production gold disc to arrive from GT three weeks after we bought the game from Virgin Megastore should be enough to tell you that something is seriously wrong with Trash It! An appropriate name perhaps, since that's exactly what we did when we reviewed it last issue. Full details of this title's truly tragic nature can be found in the last issue. To be brutally frank there's no point wasting any more time hammering home any more nails in this particular coffin. Just roll your eyes in contempt when you see it on the shelves and be on your way.





£££ ESSENTIAL SATURN £££

PANZER DRAGOON ZWEI

Team Andromeda's second blasting game may be getting on for two years old, but it remains an essential piece of Saturn software. Never before (and indeed since) has Sega's machine managed to produce so many stunning 3D effects. Couple this with huge levels, multiple routes plus an awesome challenge (destroy EVERYTHING on EVERY LEVEL) and you have what is quite frankly an unmissable piece of Saturn software.

SEGA RALLY CHAMPIONSHIP

When this game first appeared it confirmed the Saturn's status as the premier 32-bit console. Sure, the PlayStation had Ridge Racer, but Rally was by far the superior coin-op and the conversion is faultless - truly an epochal piece of software. Despite three attempts to better this game (Daytona CCE, Manx TT and Touring Car), Sega have yet to better this classic Saturn racer - a fact that a few of us here find... disturbing.

NiGHTS

A game of pure genius, NiGHTS - and its festive companion Christmas NiGHTS (cover mounted on the last issue of SSM) - is a game of much weirdness. However, its truly awesome graphics coupled with its untouchable playability make this a game everyone should appreciate. NiGHTS takes us back to a time where high-scores were more important than completing a game... an approach that guarantees limitless lastability.

and finally...

Sakura



Don't even think about it... it's illegal!



Long before Lara Croft emanated from Core Design's Derby HQ, the Japanese realised that great videogames characters are often female. And stacked in a most disproportionate manner. The thing is, the Japanese designers soon got bored. This led to a certain... indulgence. And the creation of an entirely new genre of games heroine.

Yes, we're talking about schoolgirls. Cute Japanese schoolgirls in particular. With tight tops and extremely short skirts. And knickers.

Sakura is Capcom's street fighting anime schoolgirl maniac. Exposed to an experimental serum a normal 15-year-old Japanese girl was turned into a rampant brawling maniac with near-superhuman strength and potent fireball throwing capabilities.

What does this mean games-wise? Well quite conveniently, Sakura has "forgot" to change clothes, meaning that just about every special move she performs flashes some area of flesh. Or her knickers. This cannot be healthy. And yet... *and yet* it is undeniably strangely compelling. And probably quite illegal.





Sakura: tight crop top, short skirt and... knickers.


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